Dimension Publishing Presents

PS Extreme

Volume 1 • Issue 7 • June 1996

THE PLAYER'S UNOFFICIAL MONTHLY GUIDE TO THE PLAYSTATION

Pandemonium!

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EXPECTING:

ELECTRONIC ENTERTAINMENT EXPO E3 LOS ANGELES '96

18 PAGE SHOW PREVIEW INSIDE!

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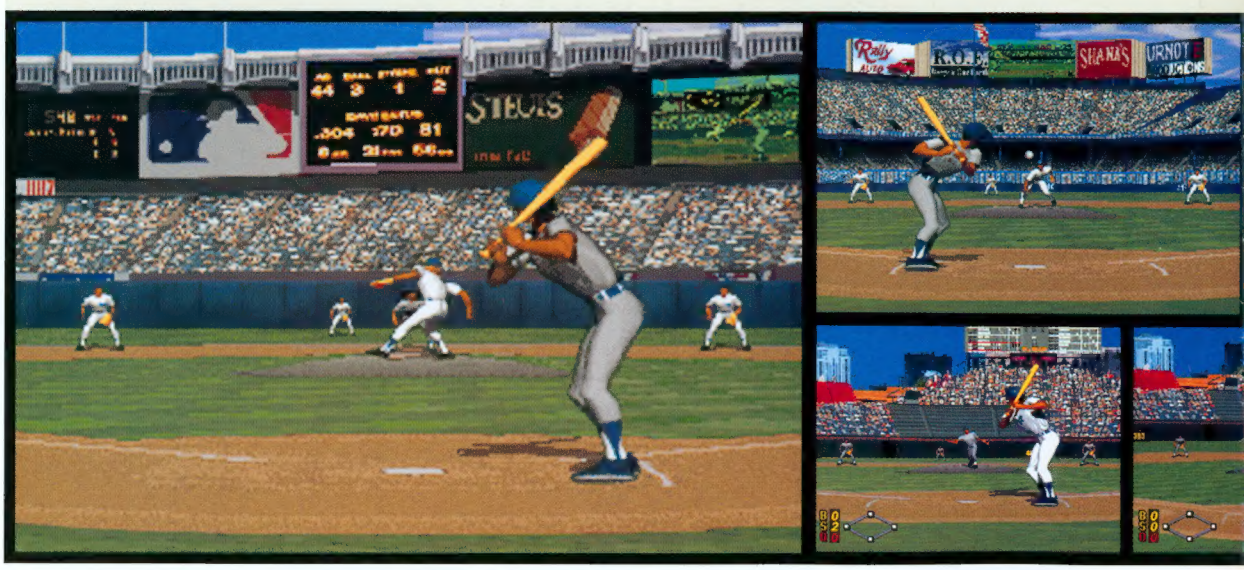

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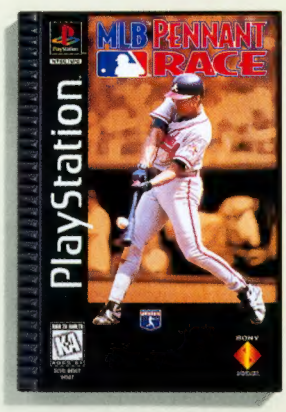

PlayStation

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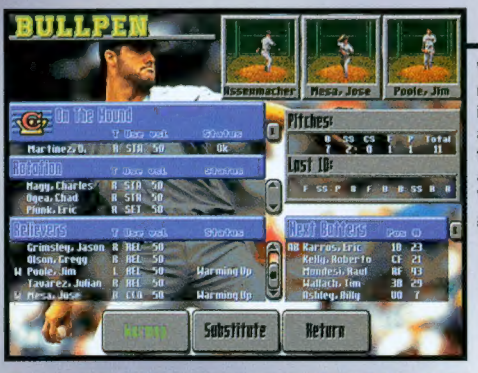
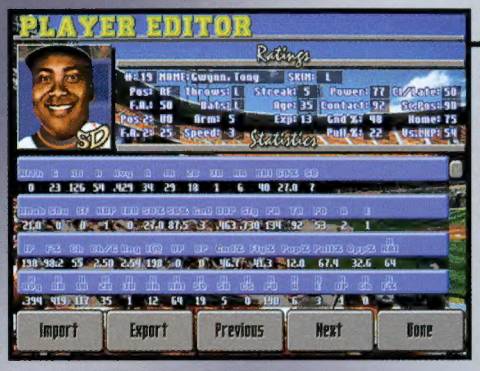
New player animations are smoother and more detailed, letting you aim for the inside corner. "Zoom in" baserunner windows let you make your best pick-off move to the bag.



Watch your best reliever warming up in the bullpen, and analyze your starter's fatigue, pitch count, and performance. When he's ready to go, you're ready to go!



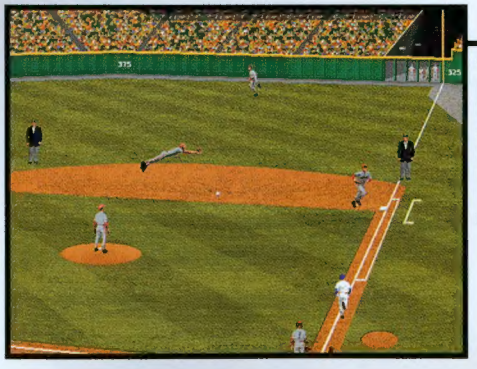
Create your own players from scratch, or modify any player's ratings, or even their physical attributes! The resulting player will be true-to-life, on-field and off.

Experience the best of baseball history with the bonus "Legends" League—12 great legendary teams from history, come to life in 12 beautifully rendered old-time stadiums.

Optional wide-angle pitcher and batter views recreate the traditional look of a broadcast baseball game in beautiful 256-color SVGA graphics!

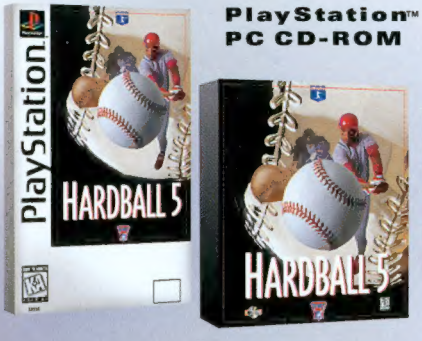
For maximum variety in gameplay, change any manager's tendencies on any team and see the results play out on the field and in the stats.

Hot new user interface gives you instant access to any feature. View and manage your team from the field, from the dugout, and from the General Manager's office!



This "fifth generation" fielding simulation has additional play animations, baseball plays, and graphics realism, resulting in true-life baseball gameplay.

It's all here: pick-off plays, hit-and-run, suicide squeeze, towering pop-ups, and more. The ultimate simulation of baseball, for everyone who loves the game!



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JUNE, 1996

IN THE EXTREME

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More talk with Capcom, TWI gets bought and LucasArts makes PS games.

EXECUTE: Page 16
Alien Trilogy and Need for Speed get cheated plus tips for Magic Carpet, a walkthrough for Psychic Detective and the all-new Game Shark section.

EXCLUSIVE: Page 22
The PlayStation shows off more 3D power than you thought would fit in a little bluish-grey box with Crash Bandicoot.

EXTREME: Page 26
The PlayStation shows off even more 3D power than you thought would fit in a little bluish-grey box with Pandemonium.

EXPECTING at E3: Page 30
Wow, that's a lot of games, Earl.

EXRATED: Page 48
Five games are all we have the room for with that big ol' E3 thing hoggin all the pages!

EXPORT: Page 58
Hyper Crazy Climber, Gradius Deluxe Pack and more from off these shores all this month.

SO, DAVE...

EDITORIAL

TELL US WHAT YOU REALLY THINK

As I write this month's column, we are busy preparing for our annual trek to the oasis of gaming pleasure known as the Electronics Entertainment Exposition (E3), in Los Angeles, California. Most of the games that you and I will be playing this coming holiday season will be on display at this trade show and, as you will see from our 18 page feature in this issue, "Expecting at E3", the PlayStation is going to enjoy a tremendous flow of quality games during the second half of the year.

In particular, our cover feature in this month's issue, "Pandemonium" and Sony's "Crash Bandicoot", featured in this month's EXClusive, are graphically gorgeous, technically sophisticated second generation games that begin to show the amazing power that lies within Sony's little gray box. The Super NES had Mario, The Genesis had Sonic and now the PlayStation has these two character based games that should become a key part of Sony's strategy for bringing the PlayStation to the mass market in '96 and '97. There are currently over one million PS's in the United States and our projections call for between 2 and 2-1/2 million units to be in players' hands in the US by the end of this year. These games represent the marketing target for the PlayStation's second phase in its maturation process; but they are not alone.

With the recent success of Capcom's Resident Evil and upcoming titles like Bubsy 3D, sequels to ESPN Extreme Games, NFL GameDay and NHL Face Off, Virgin's NHL Powerplay, King's Field 2, Shredfest, Iron Blood, F1 World Championship, Motor Toon Grand Prix 2 and Jumping Flash 2, Tekken 2, Breath of Fire 3, Robotron X and many, many more unique, quality titles coming to market, the PlayStation is clearly the place to be for gamers in '96 and '97 and it is making a clear statement that it intends to dominate the 32-bit world.

Our editorial team was discussing this very subject the other day and we all agree that there has never been a hardware launch in the history of video gaming that approaches that of the PlayStation. Do you remember the Genesis launch? I do ... I was at Toys 'R' Us on September 15, 1989, with my charge card at the ready. There were a grand total of five games available and maybe 15 by Christmas time. The PS now has over 75 games available, in just over 6 months, since the introduction of the hardware! A good third of these are quality titles. One glance at the shelves in my office confirms this fact. The biggest problem that we will probably experience, as PlayStation devotees, is not having enough time (or money) to play everything that we want to play!

I hope that you enjoy this issue and the pre-E3 report. We will be back in July with post-show coverage and our analysis of the event.

Dave

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PS Extreme

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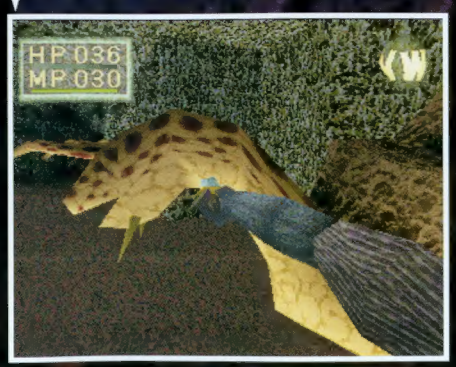
The insidious Necronites have stolen the moonlight sword! As Alexander, destined to become avatar, you must risk life and limb to retrieve the coveted blade for your beloved king. Take heed though...the island of Melanat is infested with the minions of evil. Necron, an evil and powerful sorcerer has taken hold of the island...feeding off of the legendary "Blue Light," he is bending the will of all inhabitants of the island to his own evil intent. Legends also tell of a sleeping beast in the darkness...a great dragon slumbering in wait of the time of awakening. If you dare go further, prepare yourself for the many forms of evil the island has to offer...Skeletons, giant octopi, stag beetles, dragonflies, soldiers under Necron's control, and many, many others, possibly even including a showdown with Necron himself!

Be aware that enemies can attack from any direction ... you must look up or down to find some of your foes.

In addition to the forces of evil, be ever mindful of your actions. A healthy dose of diplomacy and wit will carry you far with the uncooperative inhabitants of the island. You'll need their help from

Snails spit poisonous venom. Try to get beside them to hack at their neck.



Merchants are expensive but sell some very important items.

Move carefully around the giant Kraken. He has a long reach and can easily push you into the deep water.

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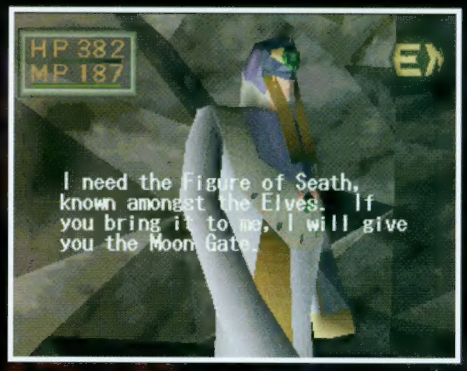


Try not to kill this man, for he offers some very valuable trades.

Before you get too hasty with your sword, green slime also cures poison.

Healing fountains are scattered throughout the island. Finding one will restore your hit points to the max.

Each new track will take you to a different ending point within the system.

time to time, and they also have a veritable plethora of useful items, services, and advise! Multiple side quests will have you constantly involved in the intricate plot line...leave no request unheeded!

For your transportation throughout the muddled masses of mazes, you will find a series of elaborate mining tracks set up within the crystal mines.

By using the mining carts you find, you can travel along the miles of tracks that snake their way throughout the crystal mines. Each new track will take you to a different ending point within the system. To reach secret caves and ledges it will take a courageous leap out of the cart into darkness but, beware, some passages are guarded!

Of course you won't go in empty handed...but starting out shipwrecked on the island, you have the bare minimum (armed with a dagger and your wits alone!) Luckily, a wide assortment of progressively more powerful weapons can be found, taken, or bought while on the island. Also included in your arsenal will be the magic of five crystals as you find them in the dungeons: Fire, Earth, Wind, Water, and Light will each yield their own special magic!

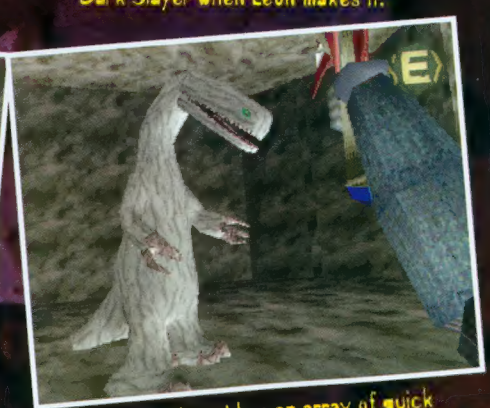
King's Field will take you on an unforgettable journey of epic proportions! Your own courage will decide your fate...victory or death, CARPE DIEM (seize the day)!!

Will you rise to the challenge?

You'll find this opponent in the coliseum. If you do not defeat him, he will steal the Dark Slayer when Leon makes it.

Copper Knight is the first of the four bosses you will have to fight before you reach Necron.

Tarn is the second boss. The Flame Sword and any of your Fire Spells work well against this formidable adversary.



This evil beast has an array of quick and powerful attacks. Try to dodge his magics and nail him with your own.

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Dear EX*Mail*,

I have read three issues of your magazine and have been very impressed with both the physical and content quality, until your review of Alien Virus in your April issue. The ripping apart the editor gave the game had nothing to do with any merit the game may or may not have, it was merely based on his own views about this type of game and their place on the PlayStation. There are those who CANNOT afford more than one game system or a P.C. and would love to experience this kind of game, but your review left them in the cold as to whether or not Alien Virus was worth a look. Please, next time make sure someone who is not prejudiced against a point-and-click adventure reviews one. Lacking that, send ME a copy of the game and I'll write a review for you.

Truly Yours,
Matt Helms

The reviewer replys:

With regard to your views on Alien Virus, I stand by my "review". Although I could have included more information about the game, it would have been pointless. I write my reviews based on what we perceive are the "typical" PlayStation owner's expectations. The overwhelming majority of people who purchased the PlayStation did not buy it to experience point and click games. Believe me when I say, the only prejudice I or anyone else at Dimension Publishing has is against bad games, regardless of type.

Dear PS*Extreme*,

Your magazine is the best! I would like to purchase a slip cover box, to store issues in. Kind of like what Playboy has. I have all 4 issues of PS*Extreme* and just got #5 with my new subscription.
A great magazine should have a special embossed slip cover box or binder to store and protect them (not an empty milk crate).

Thanks!!,
Mike Paoli

P.S. No other mag comes close to PS*Extreme*!

Well, Mike, if we get enough people asking us to make a slip cover, we sure will do it!

Dear PS*Extreme*,

Great magazine, guys! I subscribed to <a different PlayStation magazine> when it came out, and I was marginally satisfied. I felt like after spending fifteen minutes with an issue, I could throw it away. But you guys have hours of info packed in there. You review three times as many games in each monthly issue as they do in each bi-monthly issue! And it's not just the amount of information that got me hooked on PS*Extreme*, it's the quality of your mag, too. Percent ratings instead of 1 out of 10 ratings, 2+ page reviews, pictures that easily beat every other magazine, lots of previews, and that thick, smooth paper. Ahhhhhh, the paper. All this combined made me cancel that bi-monthly crap and become a PS*Extreme* subscriber for years and years. All hail PS*Extreme*!!!
Great job on issue #5. I've been wondering how you pick your EX*Treme* feature each month. Because it gets a four page review and the cover, I figured it was like a "game of the month". But this time you gave it to Return Fire. Four other games rated higher than it did in that issue alone, and eighteen games have rated higher than it in your five issue history. Also, two games tied for the second highest score ever (Resident Evil and Alien Trilogy), but the only recognition either of them got other than the average length review was a small spot for Resident Evil on the cover. Think about it: You said Resident Evil was the best action/adventure you had ever played on a console, and that Alien Trilogy was the first person shooter game of the year. Return Fire is just a fun remake of an old 3DO game. It is an excellent idea to feature one game a little more than others in both the previews and reviews in the form of EX*Clusive* and EX*Treme*. But please make your favorite game each month the EX*Treme* game, or what's the point of even having that part? Sorry to bitch at you so much. I do love your magazine like my mother, and this was the only flaw in your last issue.

Your loyal follower,
Skyler Livesey
Indianola, WA

Whatever game we decide to put on the cover is the game that goes in the EXTreme section. There's a fine art to making the big cover decision. A lot of things go into deciding what game to use. Usually, we will give it to the game that we're all the most excited about. The situation you speak of arises because we usually need to decide what the cover game will be at least a month in advance of the actual print date. So, once we've decided on the game, we tell the publisher of the game that they've got that month's cover and, in return, they will sometimes give us more info sooner than the other mags get it. If a more exciting game comes in after that, it's too late because we've already promised it to a different game. The quality of the artwork that is available from the game also makes a big difference in our decision.

Dear PS*Extreme*,

Great mag! I want to let you know how cool it is that PS*Extreme* does not blast the other 32bit systems!
I find it hard to believe you guys can pull this off when multi-system mags can't. I own more than one 32bit system (Saturn), and its nice to read about PlayStation games without taking shots at others. Great Job!

Kim Lynn
San Diego, CA

We're not totally guiltless, but thanks!

Dear Tim,

Could you please send me Zoop, NBA Jam T.E., or Jumping Flash? There is a reason, I bought 6 memory cards for them and nobody got them for my birthday. I saved money but it got stolen 3 times. Please, I'm begging you to send one to me please, please, please. This means so much to me.

Thanks,
Jake Howen
Wisconsin Rapids, WI

All our games are currently spoken for, but if there's anyone out there who'd like to send Jake any of those games, go right ahead and send them right on in to us here at Dimension Publishing and we'll make sure Jake gets 'em! Honest we will!

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EX MAIL

"Hey Dad, what video games did you play in the olden days?"

"Son, I remember walking through snow 10 feet high just to get to the arcade. In those days the games were only a quarter and Duran Duran was always on the radio. Me and my buddys would play until they kicked us out, then we would go to our favorite pizza place"...

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PlayStation Gaming News
From Around The Globe

Compiled by Zach Meston

SWEET HOME ALABAMA—ER, JAPAN

It being a slow news month, I thought we'd stray from the beaten path and talk about something I found out just recently (and too late to put into our Resident Evil Strategy Guide, dammit). Turns out that Resident Evil is loosely based on an 8-bit Capcom game called "Sweet Home"—they both have the same programmers, and have visual and gameplay similarities. I'll let Chris Kramer, Capcom's resident expert on Resident Evil, tell the tale:

"Sweet Home was released for the NES [in Japan] by Capcom in 1989. The game was based upon a Japanese horror movie of the same name. Sweet Home, the movie, hadn't been a blockbuster, but it was the first Japanese horror movie that had captured Japanese audience attention—it was very Western-feeling, with a heavy dosage of Gothic horror.

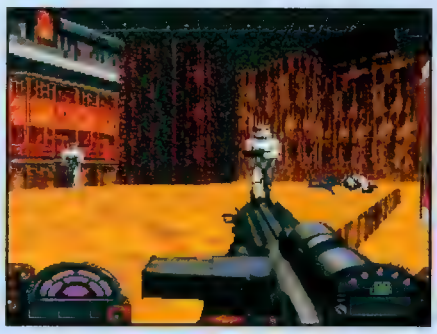
"The basic idea behind the game is very similar to Resident Evil. Your compatriots are trapped inside a mysterious mansion and you must pull a search-and-rescue mission to get 'em out. The perspective switched between a top-down 'Zelda' view and the closer traditional RPG view, whenever you got into a battle.

"You begin the game by yourself, but quickly pick up a straggling line of buddies. Unfortunately, once they're dead, that's it. There's no way to revive them or bring them back to life. Again, like ResEv, there are several endings, based on the number of characters you managed to rescue. The player needs to figure out which monsters need to be fought and which should be avoided. The save feature of the game was similar to ResEv. The enemies weren't random, but were always positioned in the same rooms. The weird thing is that you could check your map and see moving blips on the screen, that represented the baddies, so you could try to avoid them as they prowled through the mansion.

"Sweet Home wasn't released in the States for a number of reasons—lack of recognition with the license being foremost, quickly followed by the (then) smaller American staff balking at the idea of doing all the translations."

THE PLAYSTATION USES THE FORCE

LucasArts recently announced their plans to release four new titles for the PlayStation in 1996. This alliance between Sony and LucasArts was rumored to be in the works during 1995, but this is the first official confirmation that product will soon be hitting the shelves.



The games to be released are as follows: Rebel Assault 2 — The PC hit comes to life on the PlayStation with realistic 3D rendered graphics in a live-action, video environment; Rebel Assault 2 features the first new Star Wars footage since "Return of the Jedi." Dark Forces — This award winning, mega-selling, first-person, action game that has you truly believing you are in the Star Wars universe; Myth Adventures — a new title where, according to LucasArts, Greek mythology is turned into a toga party starring Hercules (!?). This arcade style action game allows two players to do battle

against gods, mythical creatures and other bad guys ... sounds kind of strange, we'll just have to trust those whacky guys and gals at Skywalker Ranch on this one!; and, finally, BallBlazer — a '90's update of the classic Atari 5200

game. This multi-layer games has competitors doing battle in a futuristic sports arena. BallBlazer is said to offer incredible real-time 3D graphics. Look for these titles to begin appearing at the end of the third quarter. We will have more information in our post-E3 report.

THE COMPANY WITH NO NAME

Time Warner Interactive, the publisher of Return Fire (which scored the cover of our April issue), has recently been auctioned off to Williams, they of Mortal Kombat 3. (Other rumored bidders included Sony and—of course—Acclaim.) This

EX NEWS

The net generation.

"This is the best playing tennis game of all time... Don't even stop to think, just buy V-Tennis. 96 out of 100"
GameFan Magazine Feb. 96

"A recommended addition to your Saturn sports library"
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means that Time Warner's name is changing, but as this issue went to press, they didn't yet know what the new moniker would be, nor did they know if Return Fire would have the Time Warner label (although it probably will).
And in other Time Warner news, a single offended mom in Gilbert, Arizona has managed to get Primal Rage banned from Best Buy stores nationwide, along with the J.C. Penney catalog. The Gilbert woman (whose name I've omitted because she's already getting too much damn publicity) feels that Primal Rage, given a T (13 and up) rating, should've been given an M (17 and over) rating instead. Apparently, what pushed her over the edge was Chaos's "Golden Shower" finishing move, where he takes an acidic whizz on his fallen foe. Said the mom in an interview with the Mesa Tribune: "If nobody does anything about it this year, what will it be next year? Nudity? Sex?"

THIS JUST IN: HELL HAS FROZEN

Here's something that is almost unimaginable ... Sega has semi-officially announced that they are currently producing their first PlayStation titles. No, your eyes are not playing tricks and yes, you read this right. SegaSoft, their newly formed American product development group, is not only producing Saturn and PC titles, but PlayStation games as well! Not much is known at this time about the first few games that are going to be released, except for their names and that they are anticipated to be ready this Fall. The titles announced thus far are: Three Dirty Dwarves and Amazonia (with another possible title called The Sacred Pool). Hopefully, we'll have some actual screen-shots after our trip down to E3 in May. What is for sure, is that all the games produced for the PlayStation will be entirely new and not currently existing Sega products — sorry all you Virtua Fighter and Sega Rally fans, but these will have to keep you for the now. If the situation changes, we'll let you know.

ORIGIN IS ON A CRUSADE

Austin, Texas based publisher Origin Systems, of Wing Commander fame, is readying one of their best and most popular PC titles for PlayStation release. "Crusader: No Remorse" is an extremely

original game where the player is a member of the Silencers - an elite military group that, 200 years in the future, has the duty of squelching any free thought or action by the populous. There's only one problem - you rebel against the very tyranny that created you! The game is presented in a highly detailed, isometric perspective through 15 different missions. You can run, shoot, roll, crouch, throw switches and solve puzzles with your highly detailed and realistic alter-ego, as you attempt to, among other things, save hostages and retrieve data files crucial to the World Economic Consortium's evil plans. Look for Crusader to appear at retail later this year.

IT'S SO TWISTED

After devastating Los Angeles in last year's competition, Sony and Single Track are taking an extended vacation, looking for the best place to host Twisted Metal—World Tour. Although no screen shots were available at press time, we have a little news on this highly anticipated sequel.
The game will feature 12 different vehicles, including a hearse, a bulldozer, an Indy-style race car and an armed man trapped between wheels that goes by the name of Axel. The game will also feature new weapons, including time bombs, remote control detonators, napalm bursts and multiple missile attacks and new arenas that include, among others, the streets of Paris, an erupting volcano and a crumbling glacier and the environments are all interactive. Sony says that we can expect to see buildings fall, bridges collapse and the like. Last, but certainly not least, Twisted Metal - World Tour will feature new combo moves that are easier to execute. Look for more information and some screen shots in next month's post-E3 report.

ONLINE WITH ZACH

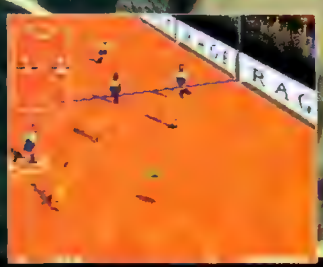
With the humble-yet-lovable Rex having moved on to greener pastures, it's fallen to me, the Dork With No Life, to cruise rec.games.video.sony, the Usenet news group made BY PlayStation users FOR PlayStation users. Instead of taking Rex's approach—which seemed to be cramming as many of his opinions into 250 words as possible—I'll be looking for one or two amusing or thought-stimulating messages and reprinting them here. For example, this post about Williams Arcade Classics from Charles Taylor:

"These games are tough—and they're meant to be. If they were easy, they wouldn't have been able to suck quarters away like they did in their arcade heyday. But, since we have access to the arcade operator's screens, it's possible to give yourself a 'trainer.' Bump down the difficulty or extra-life thresholds. Or just give yourself 200 lives. This is good to get your skills up from years of Street Fighter II clones. And you don't need any 'kool kodes' to do it!"

I'll also be guiding you to one or two cool Web sites each month. Web Site O' The Month #1 is Datel Electronics, the British creators of the Game Shark (called the Action Replay overseas). You can get Game Shark codes at their Web site free of charge, and you can also order the PC Comms Link cable, which lets you roll your own codes for tons of cheating fun. Punch in at http://**www.datel.co.uk**. Web Site O' The Month #2 is Konami, where you can gaze upon screen shots of the as-yet-unnamed PlayStation version of Contra. Browse on over to http://**www.konami.com**.

SCORING BIG ON PLAYSTATION!

"A very fine FIFA-beating performance." - X GEN



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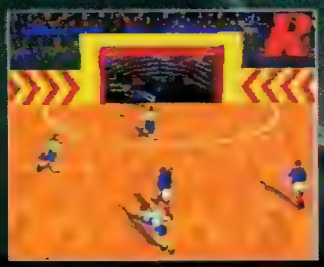

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SEND US YOUR CODES AND WIN BIG!

Each month we'll pick the best code sent in by our loyal and intelligent readers and send that person a brand spankin' new copy of ASCII's hot new RPG for the PlayStation, King's Field. But wait! That's not all: if you act now, we'll also include ASCII's super stylish Twin Control Pad for the PlayStation, for your controlling pleasure, PLUS twelve (12) free issues of the best, the only, monthly dedicated PlayStation magazine, PS*Extreme*, of course! Wow, that's a lot of cool stuff for just a code; what are you waiting for?

WE HAVE A WINNER!

Congratulations and thanks go to this month's winner, [illegible] He got us these awesome codes for EA's The Need for Speed before anyone else!

The Need for Speed

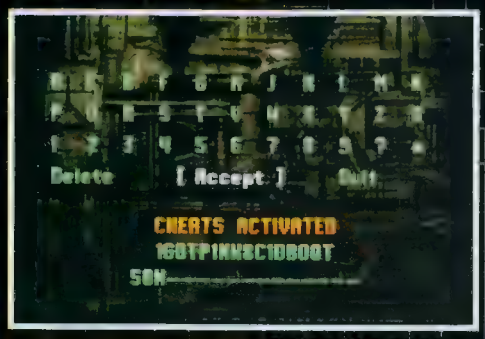
EXTRA TRACKS: First, you can either use the password "[illegible]" to beat the tournament or you can beat the tournament yourself. This will give you access to the "Lost Vegas" track. After entering the password or beating the tournament, you can back out to the other races and access modified "Rally" tracks by highlighting a track and then pressing and holding down [illegible], this works for head to head, single race and time trial. (Using [illegible] on the first track gives you the "Oasis" track.)

EXTRA CAR: You can access a dope car called the "Warrior" by highlighting a car and then pressing and holding down [illegible], this car is like the black car in Ridge Racer. This works for head to head, single race, & time trial racing modes.

ARCADE MODE: After entering the password, go to the first menu option under the track itself (which is either the lap selection or segment view). Hold [illegible] and the words ARCADE MODE appear. Select this mode and the steering has a more, uh, Ridge Racer-y feel.

CONTEST RULES: Anyone of any age can enter. The only people not eligible to win are employees of Dimension Publishing or ASCII Entertainment, their friends, family, pets and anyone they talk to or know of. Dimension Publishing reserves the right to make any and all decisions regarding the contest. One winner per month will be chosen, at Dimension Publishing's discretion, based on the code or trick supplied by the entrant.

Alien Trilogy



MEGA-CHEAT CODE: Enter the password IGOTPINKSCIDBOOTSON (which spells "I got pink acid boots on" in a freakin' weird way). You now have all the weapons, unlimited ammo, "god" mode, a level select, and an NTSC/PAL option if you want to play as our British friends do. (Talking in a funny accent and eating crumpets, whatever the hell those are, also helps to set the mood.)

Magic Carpet

BULLFROG'S HINTS AND TIPS: Here are some strategies straight from Bullfrog Ltd., the developers of Magic Carpet.

1. When attacking a castle, always use the L2 and R2 keys to fly sideways around the castle while shooting offensive spells at it. This prevents the castle's archers from targeting you with any accuracy.
2. If you don't have enough magic for the Accelerate spell, turn left at a 45-degree angle from your destination and press Up and the R2 key to fly there faster than if you flew in a straight line. (This also works by turning right and flying forward with L2.)
3. If someone's directly on your tail, don't turn around. Instead, go into reverse to get behind him, or cast the Accelerate Backwards spell.
4. Learn to use the landscape to your advantage. For instance, if a rival's castle is positioned at the foot of a mountain, hide behind the mountain and take potshots at it. His archers won't be able to hit you with their arrows, and the only way the rival can get rid of you is to leave his castle and fight you in the open, on equal terms.
5. If you ever find a spell or mana down a crater that is too steep to fly down, use the carpet like a skateboard and fly in a downward spiral around the walls of the crater.
6. If you find yourself short of mana, fly around the level possessing all the buildings you can. This can sometimes yield you huge amounts of mana to play with, as most wizards tend to ignore buildings.
7. Never build your castle close to a wall or another player's castle. Ideally, your castle should be built with expansion in mind, so always have enough space around your first-stage castle for the next six stages, regardless of whether you think you'll be powerful enough to build it to such a size. Walls are permanent fixtures and can't be moved unless you have enough mana for the Crater spell.
8. The Castle spell can be used in ways you might not have thought of, and can be a powerful spell in its own right. For example, if you find yourself in the midst of a Giant Bee attack, a Castle spell in the middle of the group can be devastating and score you huge amounts of mana. Your castle may well be destroyed in the process, but build it again and again until all the Bees are destroyed, then take the mana at your leisure. Because the mana is centered around your castle, your balloons can collect it very quickly. This tactic works with almost all creatures, but especially well against swarming nasties such as Skeleton Armies, Archers, Vultures, Griffins, and Giant Bees.
9. During the game, you sometimes find a large pool of a rival wizard's

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GAME SHARK Codez

Welcome to our new Game Shark section. Each month we'll list the newest and coolest codez right here for your cheat'n pleasure. Be warned: *These codes won't work if you don't own a Game Shark*, so don't be calling us and complaining that they don't work when you try to enter them in your password screen!

Alien Trilogy
Fire quicker.....8009A024 0001

Defcon5
Infinite ammo.....800D53AC 0014
Infinite health.....800E7C30 0064

ExtremeGames
Infinite health.....8007A270 0500

JumpingFlash
Infinite lives.....80102EF4 0003
Free time.....80102F04 0001

KingsField
Infinite HP.....80199426 00FA
80199428 00FA
Infinite MP.....8019942A 00FA
8019942C 00FA
Rapid fire.....8019942E 1388
Rapid magic.....80199432 1388
Lots of gold.....80199440 C350
High STR power.....80199438 0064
High MAG power.....8019943E 0064
Mega Offense.....80199444 0064
80199446 0064
80199448 0064
8019944A 0064
8019944C 0064
8019944E 0064
80199450 0064
80199452 0064
Mega Defense.....80199456 0064
80199458 0064
8019945A 0064
8019945C 0064
8019945E 0064
80199460 0064
80199462 0064
80199464 0064
80199466 0064

PanzerGeneral
Infinite prestige.....800ED884 07D0

RoadRash
Infinite cash.....800DAD40 FFFF

StreetFighterAlpha
Player 1 Energy.....8018710C 0090
Player 1 Level 1.....8018717E 0090
Player 2 Energy.....801873D4 0090
Player 2 Level 1.....80187446 0090

Xcom
Infinite cash.....D000E110 2000
800CE836 0FFF
Infinite shots
first soldier.....D00074C8 3170
800146CC 0014
Infinite time
units first soldier...D00074C8 3170
80019A12 2240
Infinite stamina
first soldier.....D00074C8 3170
80019A14 4000

mana with the enemy wizard hovering over it. On possessing the mana, you find that he immediately repossesses it as his own, so your balloons are never attracted to the mana. The best way to work around this is to concentrate on one mana ball, and if he possesses it again, possess indiscriminately around the pool, then once again concentrate on the same mana ball. Repeat the process until your balloon arrives, then go nuts and possess everything in the pool as quickly as possible until your balloon is full or the mana runs out.

10. If you're up against a tough opponent whose castle is more advanced than yours, you have to reduce his castle as much as possible. An efficient method to achieve this is to lure other creatures into his castle and have them destroy it. First, wait until a dangerous creature (or creatures) are near his castle. Hover in and around the enemy fortress and open fire on one of the monsters, then retreat to the center of the enemy castle. The monsters should follow and attack both you and the enemy castle. If you have the Shield spell, use it and then Accelerate home at top speed. Do this right and the enemy castle is leveled in seconds.

NBA Live '96

"HIDDEN" PLAYERS: Annoying legal stuff (and competing basketball video games) prevented Charles Barkley, Magic Johnson, and Michael Jordan from appearing in EA's darn fine roundball sim. Or did it?! (A dramatic moment there.) The last player on the rosters of the Suns, Lakers, and Bulls, simply named "Player," is that team's superstar. The jersey numbers are wrong, but the stats and positions are right on; they even have Johnson at his new position of power forward.

Psychic Detective

WALKTHROUGH (PART 1, DISC 1): None of your actions at the family gathering affects your chances of getting The Grand Slam (the best of Psychic Detective's 14 endings), but what you learn about the twisted Pozok family depends on the brains you probe. Take this path for the most info: jump into [Moki] when you see him. Stay with him as he looks at a family photo, confronts Laina, finds a torn photo, and picks up a doll's head. Jump back to [Eric] as Moki goes to meet Chad in the kitchen. Explore the study and touch any one of the items; [Open Folder] and [Play Video] are the neatest. Chad walks in and catches you being naughty. Jump into [Chad] as you leave the study. He browses through a green notebook and has several major arteries opened by Sylvia and her Ginsu knife. Choose the [Help Him] icon to try saving his bacon. You're smacked in the head by Sylvia and wake up next to Chad's blood-drenched body. Ewww. Monica screams in a pitch only dogs (and Mariah Carey) can hear as you and Laina go bye-bye. Stay in your car as Laina and Monica leave the house, but [Go with Moki] when he offers you information. He guides you to a nightclub called the Brick. Moki shows you pictures and relates Laina's more-twisted-than-a-bowl-of-pretzels history. Jump into the [Dancer] as she runs into the Brick, then jump into [Sylvia] and wait until she looks at the notebook photos.

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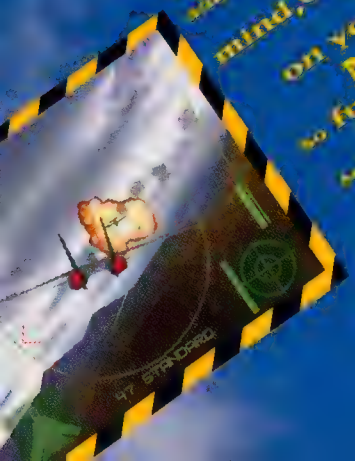

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PlayStation

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GAME SHARK Codez

Resident Evil

The following are codes used to add items to the chest. You can only hold 30 items in the chest, but that should be plenty. The first 8 digits are the location of the chest save slot. The last four digits (XXXX) is the value you enter to get the item you desire.

```
Slot 1 ..............800C8724 XXXX
Slot 2 ..............800C8726 XXXX
Slot 3 ..............800C8728 XXXX
Slot 4 ..............800C872A XXXX
Slot 5 ..............800C872C XXXX
Slot 6 ..............800C872E XXXX
Slot 7 ..............800C8730 XXXX
Slot 8 ..............800C8732 XXXX
Slot 9 ..............800C8734 XXXX
keep adding 2 to the location until...
Slot 30 .............800C8782 XXXX
```

Resident Evil Item Numbers: Replace XXXX with the following values to add the item you want to the chest.

Knife	0001	Flare	012A
Beretta	FF02	Slides	012B
Shotgun	FF03	Moon Crest	012C
Colt Python	FF04	Star Crest	012D
Flame Thrower	FF06	Sun Crest	012E
Bazooka	FF07	Ink Ribbon	FF2F
Rocket Launcher	FF0A	Lighter	0130
Clip	FF0B	Lock Pick	0131
Shells	FF0C	Sword Key	0133
Dumdum Rounds	FF0D	Armor Key	0134
Magnum Rounds	FF0E	Shield Key	0135
Fuel	FF0F	Helmet Key	0136
Explosive R	FF10	Lab Key	0137
Acid Rounds	FF11	Special Key	0138
Flame Rounds	FF12	Dormitory Key	0139
Empty Bottle	0113	Dormitory Key	013A
Water	0114	C-Room Key	013B
UMB No 2	0115	Lab Key	013C
UMB No 4	0116	Desk Key	013D
UMB No 7	0117	Red Book	013E
UMB No 13	0118	Doom Book 2	013F
Yellow 6	0119	Doom Book 1	0140
MP 003	011A	First Aid Spray	FF41
V-Jolt	011B	Serum	FF42
Broken Shotgun	011C	Red Herb	FF43
Crank	011D	Green Herb	FF44
Crank	011E	Blue Herb	FF45
Emblem	011F	R &B Herbs	FF46
Gold Emblem	0120	2 G Herbs	FF47
Blue Jewel	0121	G & B Herbs	FF48
Red Jewel	0122	R, G & B Herbs	FF49
Music Notes	0123	3 G Herbs	FF4A
Wolf Medal	0124	2 G & 1 R Herbs	FF4B
Eagle Medal	0125	Com Radio	014D
Chemical	0126		
Battery	0127	Resident Evil codes found by: NIGEL (ic47@cityscape.co.uk)	
MO-Disk	0128		
Wind Crest	0129		

Quickly jump from barfly [Bobby] to the [Dancer] and to [Monica], who watches as Max causes the teacups on the table to break into bite-sized fragments. Moki shakes you back into your own body. Tell Moki that the [Teacups Explode] and he laughs with evil glee, then gives you Laina's address and socks you in the face to prevent you from entering his noggin. At Laina's house, choose [Teacups Explode] while she yells at you.

WALKTHROUGH (PART 2, DISC 2): Laina makes you use the Collector. Wait for several seconds and jump into [Sergei] as he runs out of the house. Try to [Help Sergei] as Lance pulls a gun, kills Sergei, and knocks you to the pavement like the skinny white boy you are. You wake up in the presence of two displeased coppers who promptly throw your booty into prison. Jump into [Lt. Griggs] as you're escorted to your cell. When the Lieutenant goes outside to enjoy his cancer stick, jump into the [Courier], who drives past [Laina]. Stay with her as she drives to the mansion and talks to Madame Tikunov, whom you learn is a prematurely aged Anna.

WALKTHROUGH (PART 3, DISC 3): Moki's waiting for you as you get out of jail free. [Go with Moki] to an abandoned warehouse, where psycho Sylvia shows up and hands over a Collector. Jump into [Monica] to learn that Max is headed for the warehouse. [Warn Moki] of the setup and [RUN] as Max's limo arrives. You eventually (and rather conveniently) run into Laina, who takes you to the mansion. When you enter the mansion, wait for Laina to discover a strange pattern on the floor. Select [Walk Pattern] to reveal Vladimir's secret room. Touch the [Collector Case] and select [No, Go to Madame T]. You push Sylvia off Tikunov just before she kicks the bucket. Select [Monicas Trouble] to push Sylvia's buttons. Anna tells you to select herself and Max's scar during Black Diamond.

WALKTHROUGH (PART 4, DISC 2): Touch Laina's [Bracelet] and choose to [Find Monica]. Jump into [Jeanine] as she walks past you and wait for her to talk to Lance. Return to [Eric] and [Use Collector] when Lance screams at you. Quickly use [Affection] on Lance to make him open the room, then use [Aggression] on Monica. You grab the gun and escort Laina and Monica out of the building. It's time to play Black Diamond, which, because it's named after a KISS song, is automatically cool.

WALKTHROUGH (PART 5, DISC 3): The rules of Black Diamond are like so: You choose four icons from the eight at the top of the screen, and Max gets the remaining four. You want to choose the most powerful icons, which are: Madame T/Anna, Monica, the Cigarette (your psychic scar, which you don't want Max using on you), and any icon except the useless Skull. Move your icons to attack Max's icons, using your strongest against his weakest. Win and you get The Grand Slam; lose and you get one of several bad endings, depending on how impressively Max whupped your hide.

"THE HEALING" ENDING: Follow the walkthrough until Moki lets you test his Collector. Use the Collector and don't jump into anyone's head. When Max shows up, choose [Read Psyche Max]. Stay in Max's head until you're fried. Laina finds you wandering the streets. At the mansion, you let her into your head and show her that Max killed Sergei, not Vladimir.

"HOT HEAD" ENDING: Follow the walkthrough until you jump into Laina's head while you're stuck in the slammer. Jump into the [Skateboard Kid] and jump into [Sylvia] when you pass the limo. Stay in Sylvia's cranium for the entire limo scene, but return to your own head before you get fried. At MirageQuest, touch Laina's [Bracelet] and [Seduce Sylvia]. Choose [Seduce Sylvia] again when you're in Sylvia's office. In the game of Black Diamond, choose the Cigarette, Kite, Madame Tikunov, and Sylvia.

Send all code submissions to:

EXECUTE
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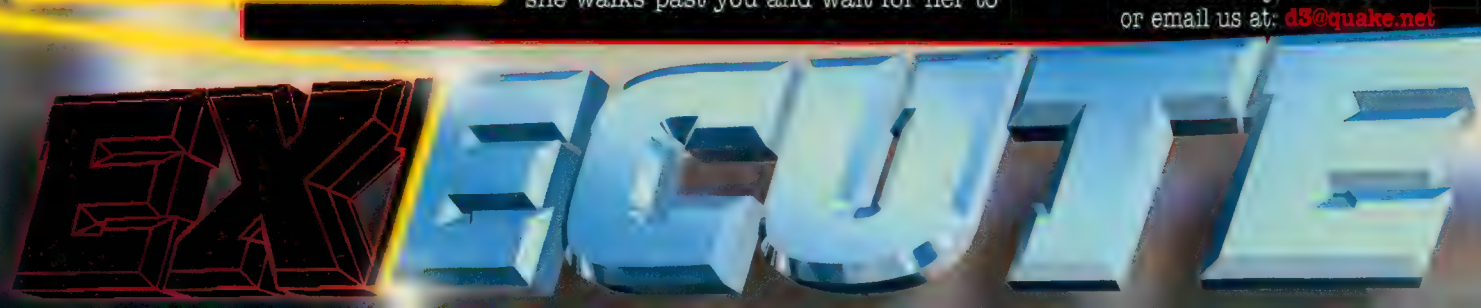
Foster City, CA 94404
or email us at: d3@quake.net



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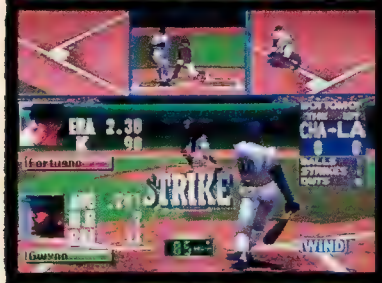

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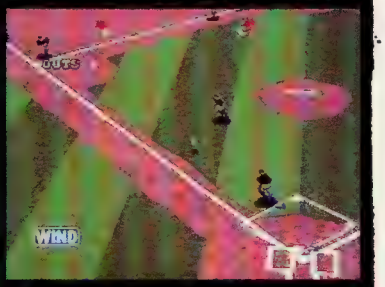
"PLAY-BY-PLAY" ANNOUNCER

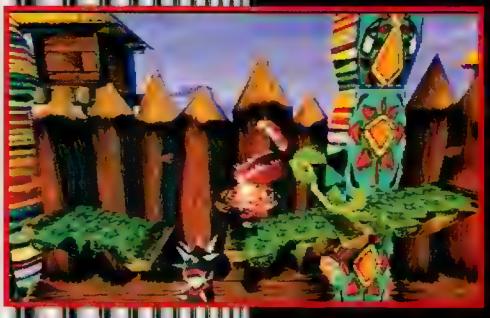
PLAYER STATS



KONAMI®

CRASH BANDICOOT

PUBLISHED BY SONY - DEVELOPED BY NAUGHTY DOG



Pictures don't usually lie, do they? Well, if these shots are coming anywhere near to the truth, Sony and Universal Interactive have the PlayStation's answer to Mario and Sonic in "Crash Bandicoot". These EX*Clusive* shots have everyone involved with PS*Extreme* anticipating a PlayStation dominated Christmas this year. Crash Bandicoot is an extremely sharp-looking 3-D platform game from Universal Interactive and Naughty Dog Software. (Naughty Dog's previous creations include the laff-riot computer adventure Keef the Thief, the Sega Genesis RPG Rings of Power and the 3DO white-trash fighting game, Way of the Warrior.)

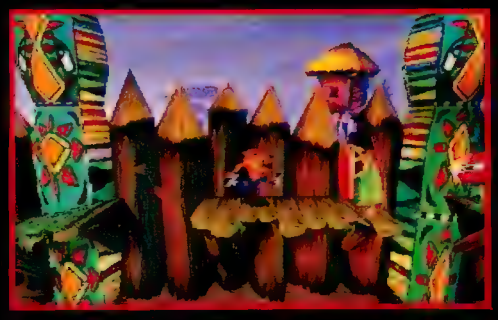
While Sony is not releasing many details at this point in time (we'll have to save that for our post-E3 report), we believe that the game will figure prominently in Sony's third and fourth quarter marketing plans. Our primary focus to date has been on the three-dimensional, texture-mapped environment that is the center of Crash's World. The amount of detail, color and the quality

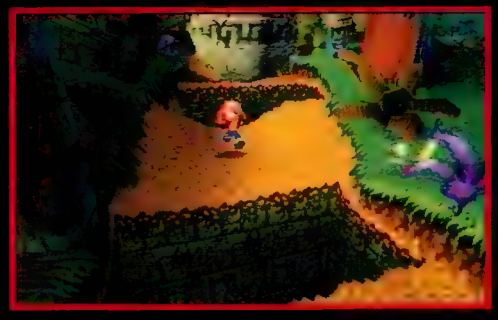
of the texture maps are very impressive. The game is played from a trailing, third-person perspective and the philosophy behind making use of this vantage point is, more than likely, centered around Crash himself.

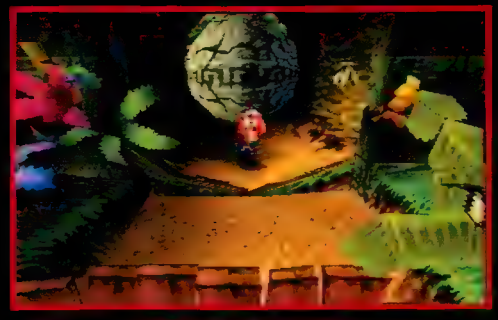
This makes a lot of sense. If you look at typical first person action games, Jumping Flash for instance, the player never really gets a feel for the style, personality or sense of humor of his on-screen alter-ego — except in "glue" screens between levels. By placing the camera behind Crash, the development team is able to display the character's personality during gameplay — allowing Crash to look back toward the screen and player, for example. Ultimately, this will be what separates a great action game from a good one — the ability to allow your audience to identify with the game's characters. Crash Bandicoot's extraordinary SGI-rendered graphics and system-selling potential will be unleashed upon the masses at the Electronic Entertainment Expo in La-La Land. Look for more news on Crash & the gang in future issues.

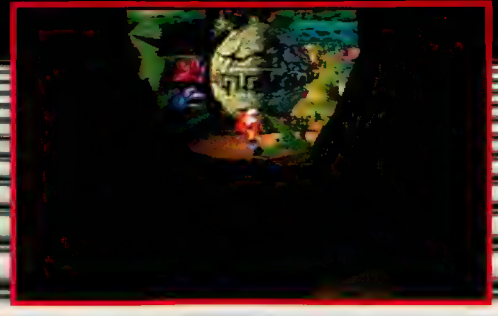
Dave

EXCLUSIVE



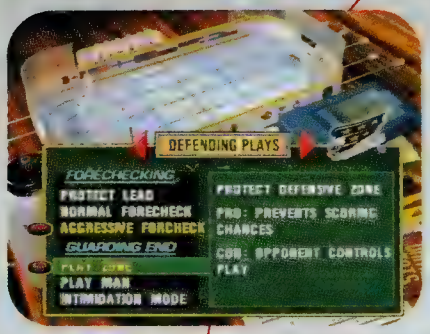






through exhaustive research, this game has been painstakingly programmed with the exact thoughts of every NHL® player

Artificial intelligence so advanced, players think and react to you like real pros. They know if they're winning or losing. And they hate to lose.



The first game that lets you control **offensive and defensive plays.** Run the trap, pinch the defense, dump and chase and play pro hockey...well, like a pro hockey player.

a new standard of artificial intelligence. the most realistic gameplay ever.

"...sports gaming just stepped up to the next level." COMPUTER GAME REVIEW

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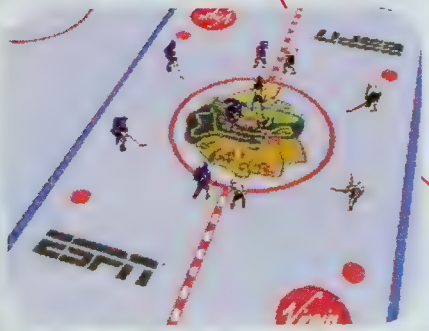
Take on the best teams and players in the NHL®. Then, if you live through that, try international play in our exclusive **World Tournament.**



Exclusive **motion-captured** players that move and skate so real, you can almost smell the ice.

NHL POWERPLAY '96

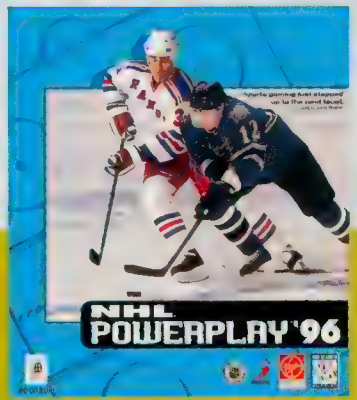


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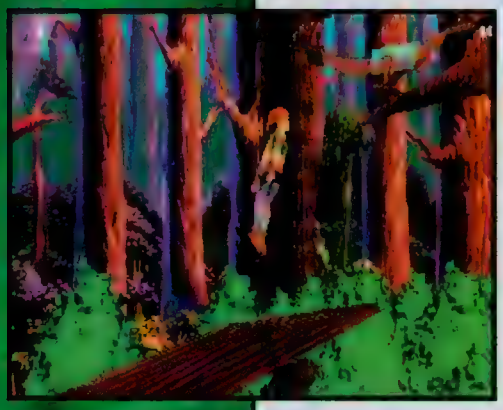
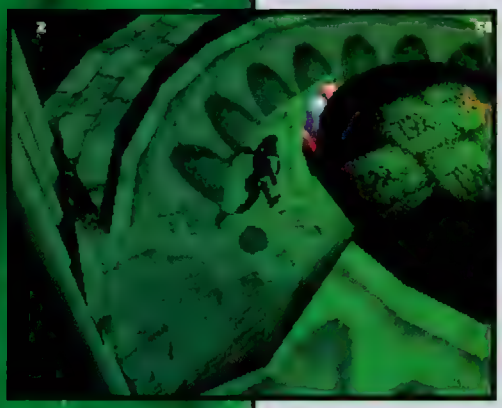
Photo credit: Al Bello/Allsport. Driver photography by J. Giamundo/B. Bennet Studios.

The Making of

PANDEMONIUM

PUBLISHED BY CRYSTAL DYNAMICS - DEVELOPED BY TOYS FOR BOB



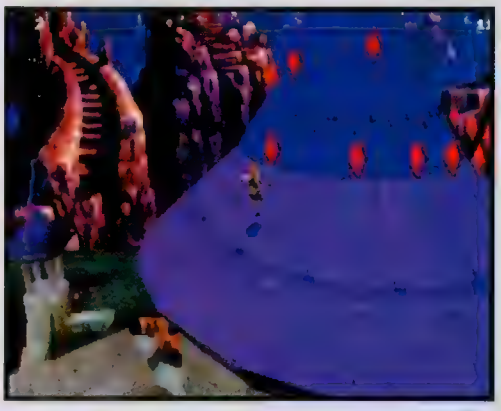


Crystal Dynamics has quickly built a reputation for positioning itself on the cutting edge of gaming technology. As the first producer of a 32-bit console title (Crash & Burn for the 3DO in October, 1992), Crystal has known both the ups and downs of life on the edge, including taking those nasty "chicken and the egg" risks that are inherent to the position.

The good news is that you build a solid reputation for the software that you deliver (Gex, Slam & Jam, Total Eclipse, Off-World Interceptor and the arcade conversion of Samurai Shodown). The bad news is that you are betting against the come in terms of hardware sales. The 3DO sold for 700 bucks, initially, and to very few people. An opportunity? Yes. A reputation builder? Yes. A money maker? No! It's kind of like a guy coming along with this great new product ... gasoline! But, sadly, there are no cars to put it in. In the PlayStation, Crystal finally has its Ferrari and their new title, "Pandemonium" is pure rocket fuel.

Pandemonium, scheduled for a Christmas release, features two new characters, Nikki and Fargus (with his sidekick, Sid) in a real-time, 3D

Nikki takes a walk on a tightrope.

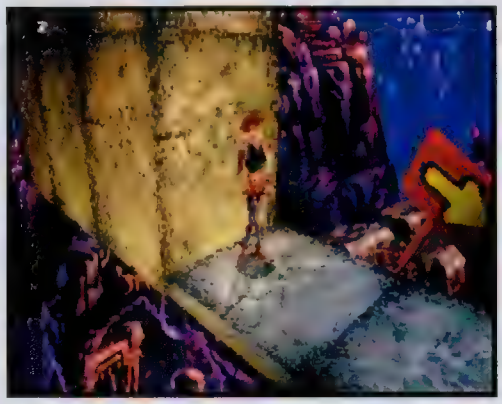


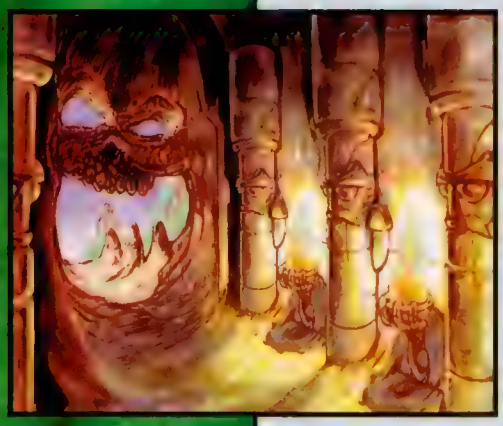
A spiral ride at 30 frames per second.

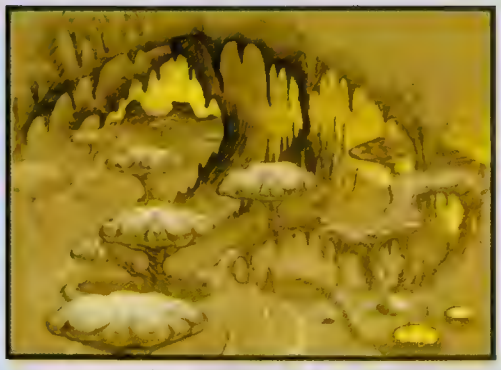
character action game that could quite possibly set a new standard in game development. The game, for lack of a better definition, combines the 3D power of the PlayStation with very fast, kinetic action/platform gameplay, not dissimilar to that found in Sega's Sonic the Hedgehog series.

In Pandemonium, the player takes on the role of one of the two protagonists, both of whom have the ability to morph into different forms. The action is tracked via an intelligent, dynamic camera that floats in 3D space. During our time with the game, Greg, Tim and I experienced the true nature of this 3D world and, even in its preliminary state, it was awesome! Pandemonium allows you to run, jump, dodge and shoot through multiple levels of play, each with a unique graphical theme. There are times where you can drop, in scale, as far as 5 to 6 floors, landing on a spider web or mushroom (that serve as trampolines) and launching yourself back to the top of the level.

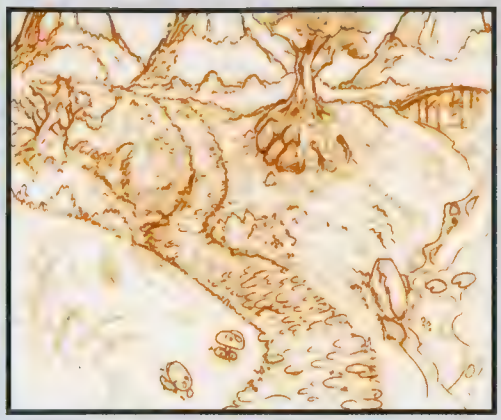
According to Crystal Dynamics' Paul Reiche, Pandemonium's lead designer, the team's design philosophy was one of melding existing styles of play, to create something entirely new and different. "We decided to create a new 3D paradigm which would allow gamers to experience fast-paced, kinetic gameplay while traveling at rocket-speeds. We want nothing to stand in the way of the intense gameplay. Other character based action games have chosen a slower, plodding approach in open environments. As designers, we chose to compliment speed with exploration. Gamers get a total rush

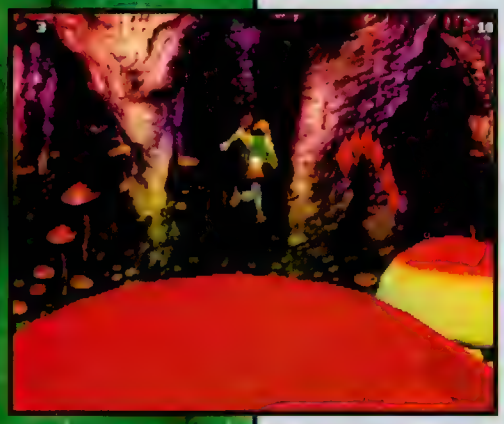






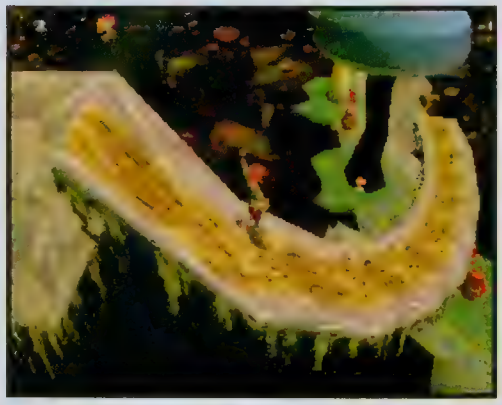
Original Concept Art

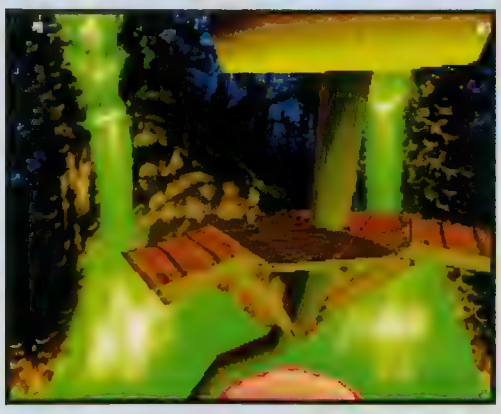




of adrenaline from the velocity of their movement; yet, there are tons of cool secrets to find."

This "new 3D paradigm" manifests itself in a graphical environment that is drop-dead gorgeous, with an active 3D polygon world that scales and rotates in front of a static, high-res, 2D backdrop. The effect is breathtaking, with the backdrop seeming to come to life with beautifully lit and colored levels that end up NOT coming off as flat and two-dimensional but, instead, look to be





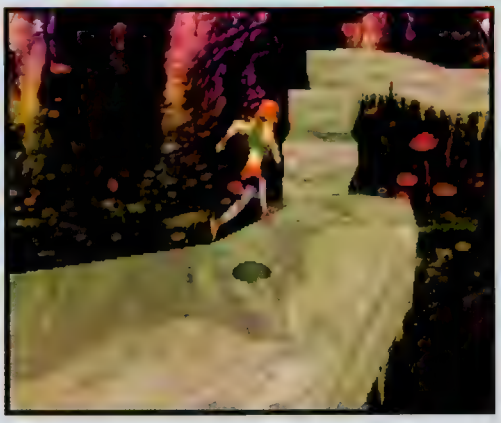
EXTREME

One of Pandemonium's unique features is its sense of volume.

an active part of the 3D experience.

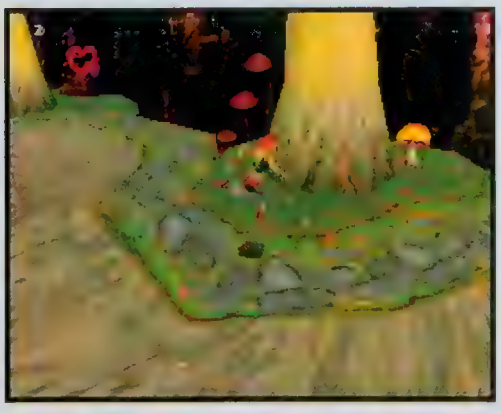
As is expected in a character based action game, Crystal is spending a lot of time working out the personalities and character traits of Fargus and Nikki. According to the folks at CD, Fargus is "a slightly deranged jester who argues and cracks sarcastic jokes with his alter-ego, a maniacal puppet-on-a-stick named Sid. Fargus constantly finds himself in the hot seat, fending off Sid's fascination for firs, combustibles and beefy explosions."

For her part, Nikki has "an over caffeinated personality and an extremely short attention span. Nikki needs to work on the finer details associated with her career as a wizard's protoge. With her quick reflexes and caustic personality, Nikki takes absolutely no bull from anyone.



Fargus and Sid are often bluntly reminded of this as they trade insults and advice throughout the adventure."

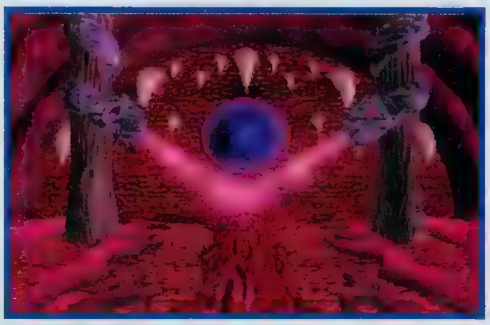
The character definition will certainly undergo a continuing evolution over the coming months and Crystal plans to bring the characters to life with over 300 jokes and one-liners. At this stage of development, however, we can not help but be impressed with what the development team at Toys for Bob (the developers of "The Horde") has created in Pandemonium. The technology is exceptional, the gameplay is immediately intuitive and accessible and the gameplay environment is beautiful. If all goes according to plan, Crystal Dynamics should have one of the big winners for the PlayStation during the holiday season.

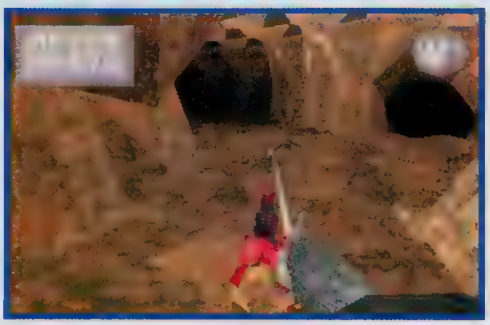


KING'S FIELD II

ASCII ENTERTAINMENT

After the huge success of ASCII Entertainment's King's Field, it would be nothing but logical to continue on with a sequel, and that's just what they intend to do. King's Field II (part three in Japan) is currently being translated into English and will be ready for a US release sometime toward the end of the year. The storyline takes place right from where the first left off and there have been all sorts of extras and improvements added. Expect to see the same real-time gameplay with a smoother 3D engine, a longer quest, hordes of new enemies, computer rendered cut scenes and a more detailed environment, with vast outside and inside settings to explore. From just the sneak-peek we were offered, it's clearly evident King's Field II could shape up to be an incredible sequel to an already amazing RPG.



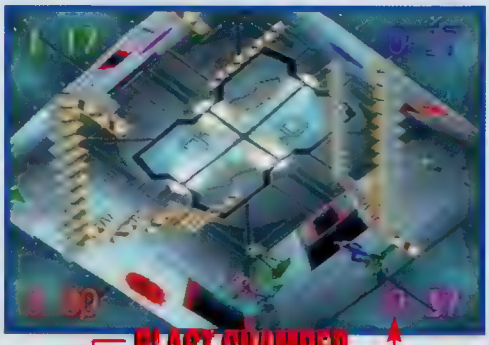


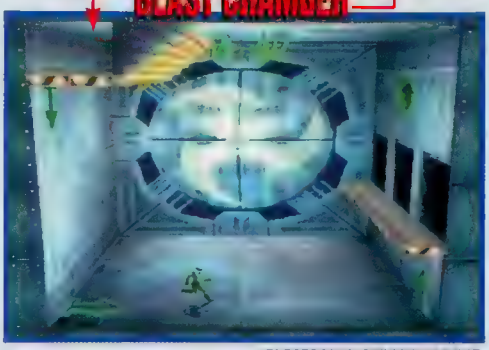
BLAST CHAMBER & HYPERBLADE

ACTIVISION

Activision has been very busy, as of late, trying to catch up with the wave of PlayStation titles currently battling for your discretionary dollar. A couple of their upcoming titles are pictured below. The first, HyperBlade, is a fast paced sports title, that combines the elements of Jai Lai and LaCrosse. The gamer competes in a 3-D arena, sporting a uniform of high speed blades and a custom armor suit. Your goal is to penetrate the opposing team's zone, while avoiding bone-jarring body checks, as they attempt to score against you.

Additionally, Blast Chamber, a unique action game, set in a rotatable 3-D cube, is set for a November release. The scenario runs something like this: gamers attempt to stay one step ahead of their opponents, as they maneuver their character through an intricate maze of obstacles, designed to prevent you from reaching your destination, before the bomb strapped to your back detonates. Look for full reviews early this fall.



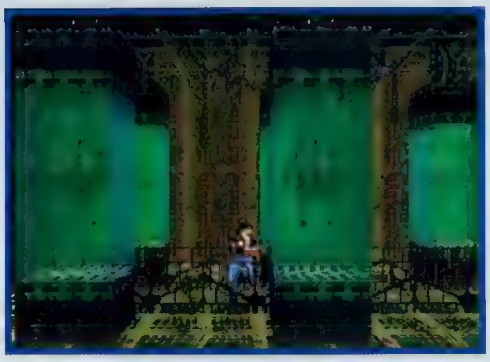


EXTREME DREAMS & SIRENS

CAPS

HeadGames, one of the two development studios from CAPS, just recently released its production schedule for the remainder of the year. One of the more interesting titles set to hit the retail shelves is Extreme Dreams. Extreme uses a Generation-X slacker type named Dim (as in wit) to guide you through this adventure. Dim finds solace from his menial labor jobs by escaping into these extreme dreams, riding his rocket board through real-time rendered graphics and morphing landscapes.

Additionally, CAPS will be releasing Sirens late this fall. Sirens is a sci-fi action thriller based in the Los Angeles of the future. Rieve Larson, a kid from the city, is the wannabe hero of the game. His task is to resolve the eternal conflict between good and evil forces fighting for control of the city. Both titles are set for early fall releases. Look for detailed reviews late this summer.

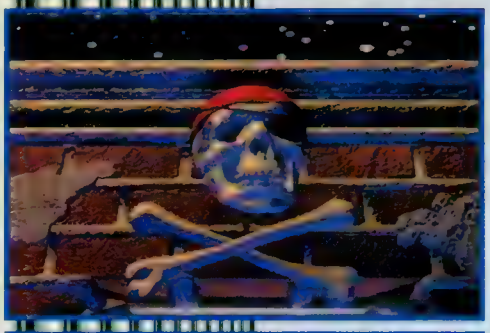


EXTREME DREAMS

IRON BLOOD

ACCLAIM/TAKE 2

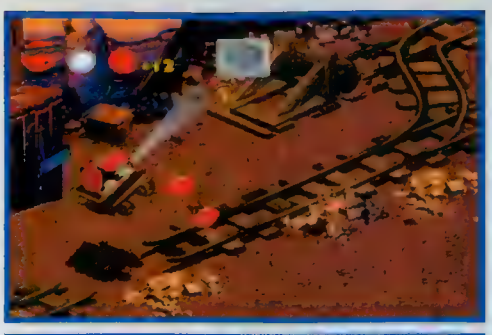
Fans of fighting games, with a passion for Dungeons and Dragons, will have reason to rejoice this Summer as popular PC developers, Take 2 Interactive, along with mega-publisher, Acclaim, will be releasing Ironblood, a one-on-one fight-fest with official AD&D Ravenloft characters. To get a feel for the game, one could say it is similar, at least in concept and execution, to Sony's Battle Arena Toshinden, with fully 3D rendered characters and environments. And, just like Toshinden, Iron Blood's characters can jump into and out of the screen. The fighters are comprised of warriors, goblins, thieves, wizards, demons, archers, gladiators, gargoyles and the like and each will have their own unique fighting style and weapons. At this stage, Ironblood is already looking extremely promising, with fluid animation and beautifully rendered graphics. We expect to see plenty more of this game in the next few months, so stay posted.

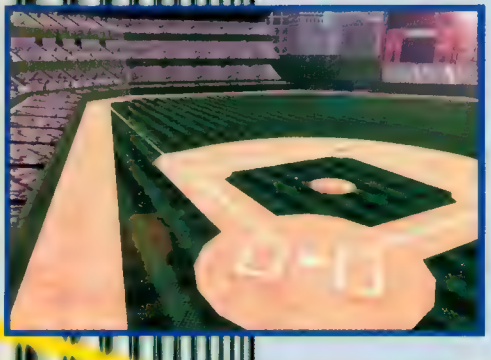


SPOT GOES TO HOLLYWOOD

VIRGIN

Out damn spot! ... or so the saying (sorta) goes. This time around, however, it's the Spot from softdrink fame. Early this fall, Virgin will be releasing Spot Goes To Hollywood, the arcade-style platform game that stars Spot, the sneaky little red dot. Using a very cool isometric view, Spot travels through a multitude of movie spoof worlds, including, but not limited to, sci-fi, horror and action/adventure films, battling enemies and solving puzzles throughout. The question is, however, can that pesky Hollywood socialite get back to the vending machine unnoticed? Well we'll just have to wait and find out. If the finished product is as good as the limited production stuff we've seen so far, we're in for a treat. There seems to be addiction written all over this thing. Stay tuned for a thorough review later this summer.

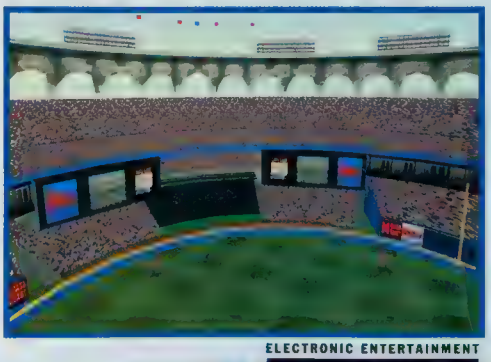




MVP BASEBALL

DATA EAST/BLUE SKY

This July, Data East will ship MVP Baseball for the PlayStation. Coming to market just slightly after Sony and EA Sports' titles, we believe that MVP will be a dark horse contender for your hard-earned baseball dollar. The game is being developed by, San Diego, California based, Blue Sky Software. The team behind the project is the same group that developed World Series Baseball and World Series '95 for the Genesis, the best-selling and most critically acclaimed baseball titles in the console world. (Blue Sky is also doing Data East's college football game later this year.) MVP Baseball will emphasize realism in its game, with an MLBPA license, all 28 stadiums, a deep fantasy league feature and play-by-play from Bay Area legend Bill King, the voice of the Oakland A's and former voice of the Oakland Raiders and Golden State Warriors. Look for more information on MVP Baseball when we return from E3.

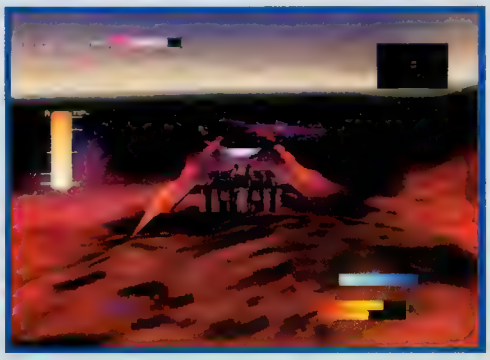


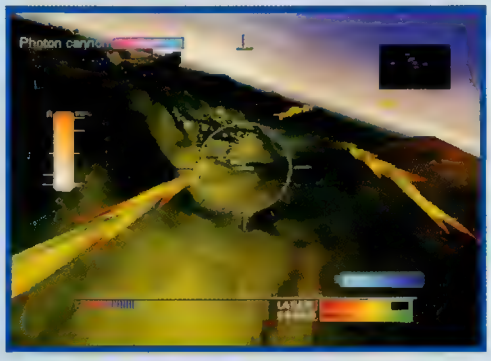
RAVEN PROJECT

MINDSCAPE

Not to be left out of the feeding frenzy of third quarter PlayStation product launches, Mindscape is preparing to release a few of their own. The first title, Raven Project, is a 3D texture-mapped, multi-scenario, action/shooter. With generous use of full motion video, Raven Project walks you through the scenarios prior to entering battle. The game takes you through a variety of combat situations, from airborne dogfighting to Mech Warrior type ground conflicts. The action is fast paced arcade-style

fun, with some fairly serious story telling in between. At first look, Raven Project promises to be one of the more interesting titles for the Summer; however, it ain't over 'til the fat lady sings. In this case, that would mean a reviewable copy. Stand by for more info.

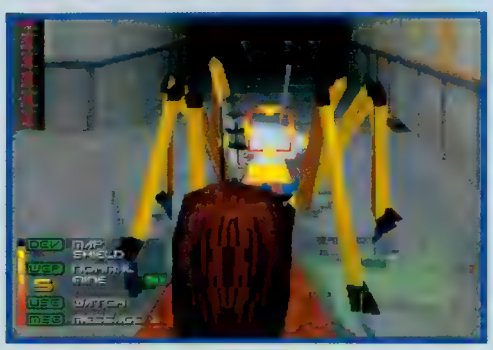


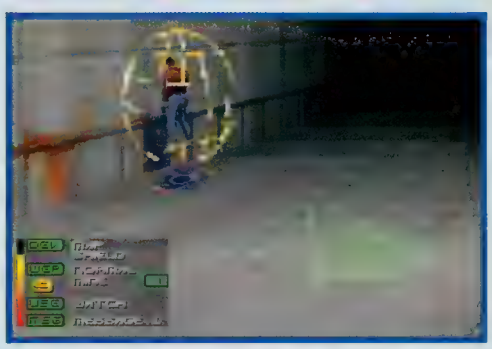


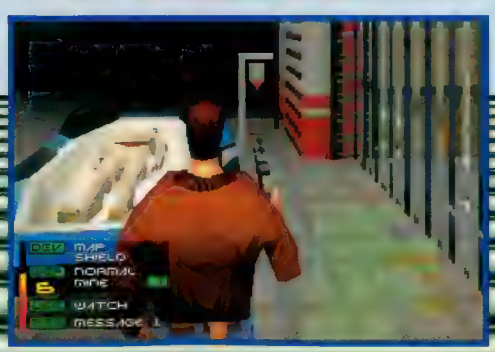
FADE TO BLACK

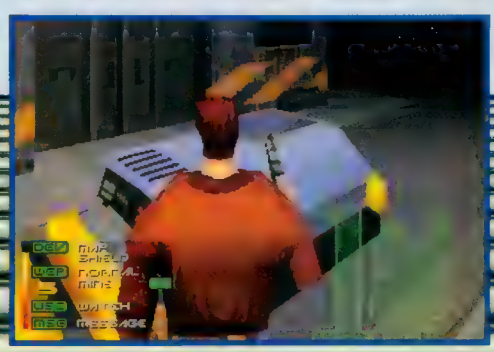
ELECTRONIC ARTS

Fade To Black picks up where the 16bit action/adventure, Flash Back, left off, with our unlikely hero, Conrad Hart, back in the clutches of the evil alien Morphs. This time around, French developers, Delphine Software, have chosen to upgrade Conrad for the PlayStation and have delivered a remarkably unique, three-dimensional, third-person point-of-view, as well as an amazing 3D engine. Like Flash Back, the game is extremely long and involving, providing plenty of puzzles, pitfalls and non-stop action. Originally a PC title that came out in late '95, the PlayStation version will offer all new texture-maps on the characters and enemies, as well as simplified controls. Fade To Black will be shipping to retail sometime this July and we should have a complete, in-depth review in next month's issue of PS*Extreme*.









SHOKENDO

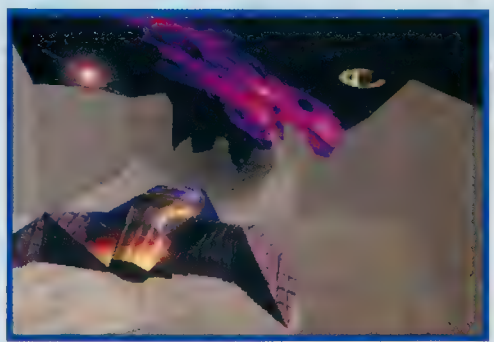
JALECO

Shokendo is Jaleco's first offering of a 32bit one-on-one fighter. Although not completely 3D, like most of the current fighters that are available, Shokendo offers a unique twist: 3D backgrounds with 2D rendered characters, similar (albeit very slightly) to that of Killer Instinct. The game offers the standard stuff that's commonly found in the fighting genre, such as combos, supers, taunts and all sorts of special moves. There are eight selectable characters to start with and a variety of different locales in which to do battle. At this point, it is not actually determined whether or not it will be released over here in the States, as it is still awaiting Sony's vigorous approval process. Only time will tell! Until then, we will keep you up to date with the latest information, as it becomes available.

STARWINDER

MINDSCAPE

Mindscape has a fairly ambitious production schedule, for the third and fourth quarters of 1996. The first title in their upcoming inventory is Starwinder, a high-speed racing game that takes place in the outer reaches of the atmosphere (space). The twist to this sci-fi racer is that, while there is no gravity in space, the gamer still needs to keep his feet on the ground. Your space racer, while not bound by the laws of physics, receives its power from the track; so, if you stray too far, you'll lose power, and ultimately the race. The key is to fly low, keeping as close as you can to the track to maintain your speed. Starwinder gives you eleven levels with four separate tracks in each level. If you make it to the final level, you'll get one final grudge match between the top two contenders.



TOKYO HIGHWAY BATTLE

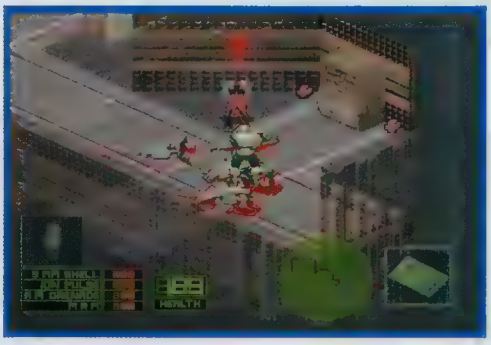
JALECO

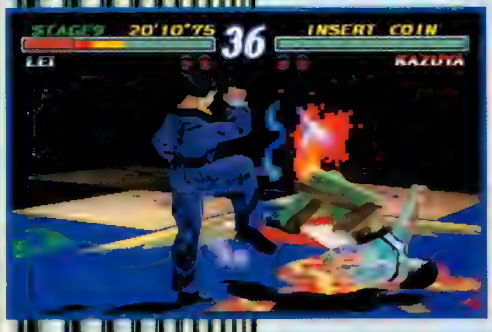
Tokyo Highway Battle is a Ridge Racer clone that features an interesting twist on the theme. In THB, you guide your vehicle through urban Tokyo, and its heavy highway traffic, in a head-to-head battle with your opponent. We have played this one quite a bit. Although, at first glance, the frame rate doesn't seem to keep up with the pace in similar games, such as RR and Need for Speed, the gameplay is excellent (and we're not just saying that because THB features the exact same ride (a blue Miata) as our publisher steers around Gaming Gulch). The fun comes in weaving in and out of traffic, focusing on the guy ahead of you. It's almost like the premise of the game is that this guy pissed you off in traffic and now you're playing a little game of "Chicken", as you dart past semis and other commuters ... cool! Look for a review of Tokyo Highway Battle in our July issue and for the game to hit retail at the end of June.

PROJECT OVERKILL

KONAMI

Konami has been hard at work producing Project Overkill, an extremely violent and bloody 3/4 isometric action/shooter . If you're familiar with Origin's PC title, Crusader (which is also scheduled to be released for the PlayStation this year — see this month's EX*News* for the details), then you'll be right at home with Project Overkill. Some of the features you can expect in the game are: four selectable characters, 3D rendered graphics, 50-plus levels of non-stop mayhem and destruction, realistically smooth animation, interactive backgrounds and environments and multiple non-linear paths. Anyone who is familiar with Konami, knows they are famous for making simply the most intense, action-packed games around and, hopefully, Project Overkill won't be the exception. Although currently at about 75%, the game should be available this Summer and we are looking to have the review in next month's issue.





TEKKEN 2

NAMCO

What can we say about Tekken 2? The game could possibly be fighting game of the year, how's that? Unfortunately for most people, Tekken 2 will not be available until this September (except for us game magazine editors — snicker, snicker). But, worry not fellow readers, we will be giving mass coverage to this incredible fighter throughout the upcoming months. For those of you who are unfamiliar with Tekken, it is one of the top selling fighters that has been released for the PlayStation (as well as the arcades using the same PlayStation hardware.) Tekken 2 offers more characters, more moves, more secrets ... more everything, as well as a bunch of options thrown in that are not implemented in the, already released, coin-op. With Namco's Arcade Classics, as well as Ridge Racer Revolution, and now Tekken 2, all coming out between now and September, who needs to go anywhere else?

QUARTERBACK CLUB '97

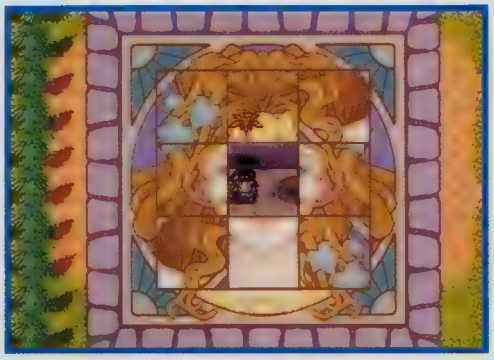
ACCLAIM

We barely finished reviewing Acclaim and Iguana's NFL Quarterback Club '96, when we were invited to go to Orlando, Florida and get a sneak peek at NFL Quarterback Club '97! It seems that the '96 version has been scrapped and Iguana and Acclaim are putting all of their efforts in to this new title, scheduled to ship just before the holidays. QB Club '97 will feature: all of the NFL players, full season stat's in multiple categories (including season tracking for individual players, something missing in the '96 game), new motion-captured animation, video feedback from Marino, Young, Aikman and the other members of the Quarterback Club, a number of camera angles (including, if the rumor is true, a user-programmable camera), player trades and substitutions and more. As you can see from the screen shots (actual gameplay shots, we might add), the development team has set their sights on GameDay and they are ready to play. Look for more information on QB Club '97, as it becomes available.

BEYOND THE BEYOND

SONY

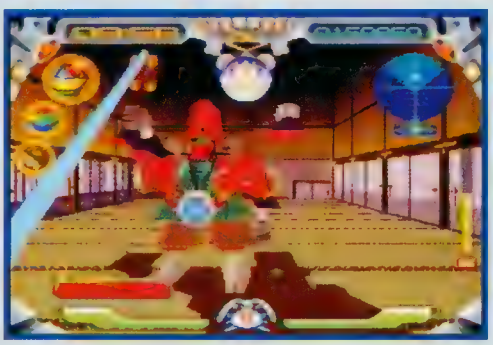
Beyond the Beyond is Sony's first foray into the world of role-playing games (RPG). This English translation of the original Japanese game casts you in the role of Young Fynn, as you and your trusty dragon, Steiner, attempt to save the Land of Canaan from the forces of darkness. (Have you ever wondered what the battle would be like if we only fought the forces of twilight or midday? ... just a thought...) The game combines top-down and isometric gameplay, as you embark on your quest, and 360 degree, three-dimensional battle scenes, all of the usual RPG trappings, including hit points, magic, experience points and the like. Your team will include mages, paladins, thieves and wise men and you have the ability to develop your team members' powers through exploration and discovery. Beyond the Beyond is scheduled for release in July and you can look forward to a review in the August edition of EX*Rated*.

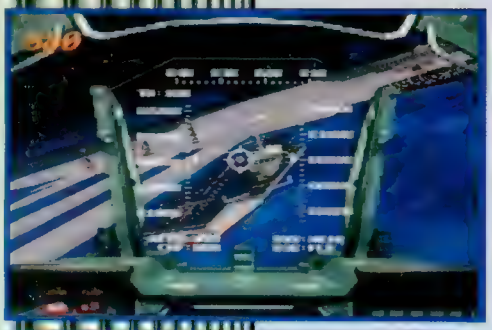


JUMPING FLASH 2

SONY

Enh enh...uh uh uh - uh uh uh...enh enh...Jumping Flash 2, it's a gas, gas, gas! Yup, that's correct. The nuclear, robotic bunny, with them thar incredible jumping skills and an amazing appetite for giant carrots, is back in a new adventure. It's bigger, it's better and it's faster. How, you say? Well, check it out. In the sequel, you now must save the Muu Muu spacemen, instead of the carrots you were gathering in episode 1. There are four Muu Muu's per level ('E', 'X', 'I' and 'T') and there are a total of eighteen levels in the game (three per world). With bonus levels and the fact that you must play the game through twice, to beat it, there are over 60 stages in the game. (The second time through, the levels stay the same, but the enemy and Muu placement is different and the time limit is more severe.) In addition, there are new enemies, new characters and larger worlds to play in. Look for JF2 to hit retail in June and for a review in an upcoming issue.

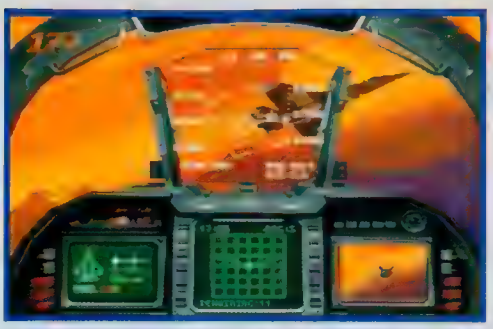


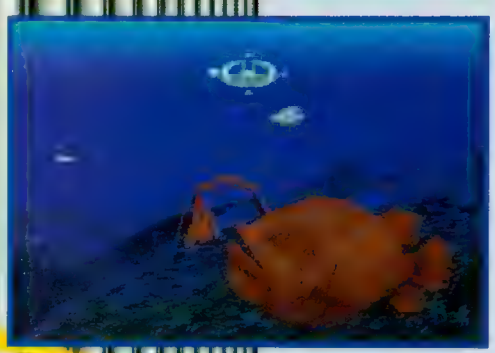


BOGEY: DEAD 6

SONY

Sony has a flight/sim shooter waiting in the wings for an early summer release. Bogey: Dead 6 (what's up with the name?) is a high speed, 3D, 360 degree, action-packed thriller. Released in Japan as Sidewinder, Bogey puts you at the controls of one of five super jets, including the F14, F4, F15, F/A18 and the F22. Your mission, as a Navy fighter pilot assigned to an elite allied air squadron, is to combat an international crime organization creating havoc in the world community. There will be two different modes of play: training and scenario and three different types of combat, air to air, air to sea, and air to ground. Additionally, the aviator/gamer will be provided two separate views from which to choose. The first is the typical cockpit view, followed by a very challenging HUD view; both promise to be equally challenging. Look for a full review in our July issue.

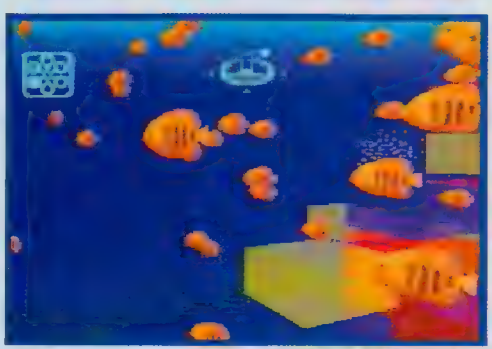




AQUANAUT'S HOLIDAY

SONY

Sony Computer Entertainment's "Aquanaut's Holiday" is not a game, in the strictest sense of the term. It is, instead, an underwater exploration adventure where players can examine sunken objects, lost cities, shipwrecks and pyramids. In your underwater travels, you will encounter sharks, sea turtles, barracuda, sting rays and other forms of sea life — both real and imagined. You can also build coral reefs and talk to the fishies ("talk like the animals ... walk like the animals ... do do do ... do dee do") by devising your own sound language. The product also features a New Age soundtrack (no surprise there) and a rather gentle, interactive aquarium feel that is kind of intoxicating. The adventure is carried out in a real-time, three-dimensional world that looks like it IS under water. Look for Aquanaut's Holiday to hit retail shelves in late June or early July, and for an editorial evaluation of the product in the August issue of PS*Extreme*.

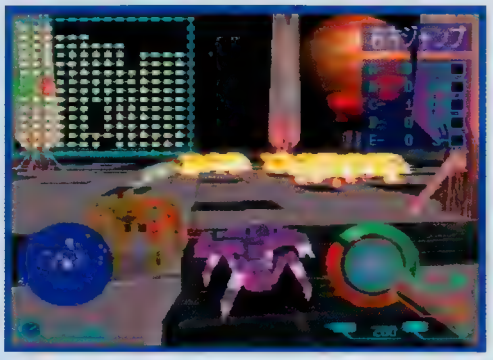


CARNAGE HEART

SONY

Carnage Heart represents a new direction in Sony's first party software development and is their first entry into the mech. sim. arena. The battles take place in the year 2073, a time in the future when war has evolved to the point that it is fought out on the moons of Jupiter by a group of "cyber-warriors". According to Sony, the game will feature strategy elements that include procuring weapons technology, cinching arm deals, managing and controlling production lines and programming battle strategies. Players will be able to develop their mechs from scratch, using

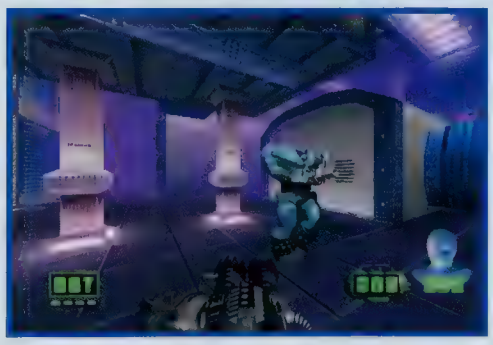
4 types of mech-arm bodies, 9 weapon types and numerous moves with unlimited combinations. Battle is accomplished in a 360 degree, real-time 3D battlefield with a number of user-controlled camera angles. Sony is expecting to release Carnage Heart in July. We will try our darndest to review the game in our August issue.

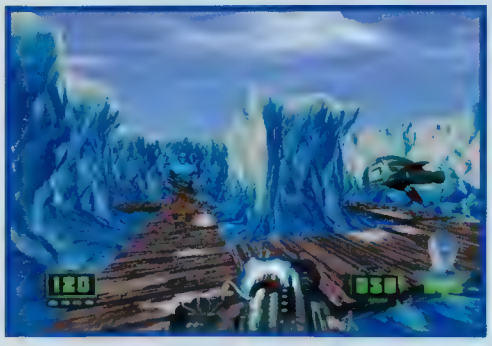


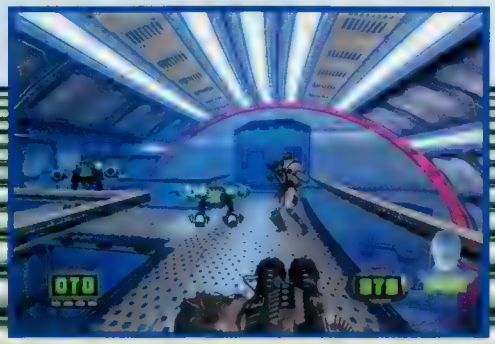
DISRUPTOR

UNIVERSAL

Besides the eagerly anticipated Crash Bandicoot, Universal Interactive Studios has another surprise up their sleeves, in the form of a 3D shooter titled Disruptor. The story goes something like this: You are the newest member of the Light-Stormers — an elite fighting force. As part of your training, you are sent out on a mission to eliminate the forces opposing the New Solar Government. As you shoot your way through a multitude of hostile environments, you'll have to rely on quick wits, superb reflexes and plenty of heavy firepower. Disruptor will offer: 14 SGI-modeled levels, each different in its look and feel; inside and outside environments; over 10 separate weapons; five psionic abilities that increase gameplay variety and challenge; 20-plus enemies and bosses, each having their own weapons and intelligence; and hidden secrets galore. Disruptor will be available sometime in the fourth quarter.



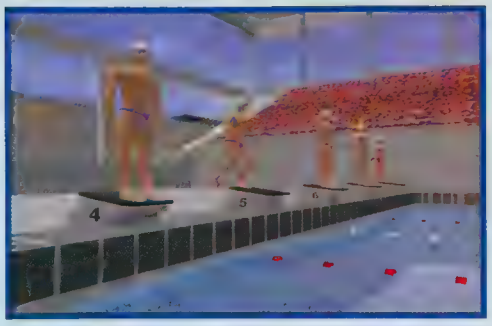




OLYMPIC SUMMER GAMES

US GOLD

US Gold will be showing two Olympics-based PlayStation titles at E3. The first of these, Olympic Summer Games, is, just as its name would imply, a multi-sport competition, based on this summer's games in Atlanta. US Gold had the official Olympic license in the 16-bit world and they are now ready to bring it to the world of 32-bit and PlayStation owners, as well. Olympic Summer games contains 15 different events, including: track & field, swimming, fencing, archery, weightlifting and shooting. The game's graphics are SGI based, with the action rendered in real-time 3D. All of the athletes have been motion-captured and the game will also feature texture-mapped stadiums and gymnasiums, as well as up to eight player simultaneous gameplay in three different styles of play: Tournament, Arcade and Challenge. Look for Olympic Summer Games to ship during the Olympics (probably around August) and for an editorial evaluation in an upcoming issue.



TECMO WORLD GOLF

TECMO

Tecmo has been, in the immortal words of one Elmer Fudd, vewwy, vewwy quiet. In the 8-bit world, they were one of the sports giants, but they lost a lot of ground to other competitors, with better graphics and gameplay, in the 16-bit arena. Now they are back and on the PlayStation. Tecmo World Golf is their first entry and it is a whopper. The game features real-time 3D graphics and gameplay on over 100 different Japanese municipal courses. For fifty to sixty bucks, you get 100x the play of the real thing! Although the graphics are rough and not as detailed as those found in PGA Tour 96 or VR Golf, the gameplay is simple, fun and addictive. We will review Tecmo World Cup Golf in the July issue of PS*Extreme* and you can expect to see the game on retailer shelves in June.

OLYMPIC SOCCER

US GOLD

The second game in US Gold's Olympic sports series is "Olympic Soccer". Currently scheduled for a June release, Olympic Soccer will feature 32 international teams competing for the gold medal, among all of the pageantry of the Olympic games. The game makes use of 3D rendered backgrounds and realistic polygon player animation, to create and depict chest stops, bicycle kicks, diving headers, multiple fakes, banana kicks and more. The game features three modes of play, including Exhibition, Arcade and Full Olympic Tournament, and offers four player simultaneous play, as

well. The competition is fairly severe in the world of PlayStation soccer games, with EA Sports, Konami, Psygnosis and VR Sports already delivering titles to the marketplace. How will US Gold's game fare?

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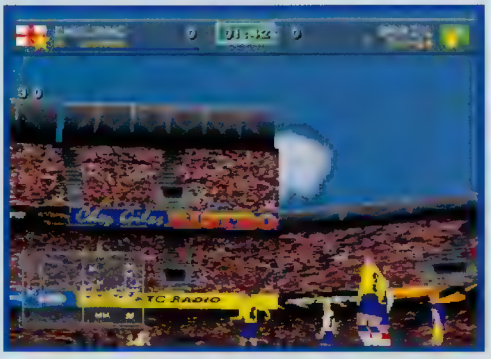
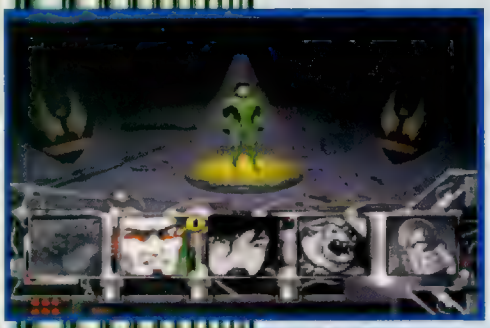
We'll let you know, as Mr. Meston makes use of all of his marginal soccer skills when he reviews the game in our July issue.



ADIDAS SOCCER

PSYGNOSIS

If there weren't enough soccer games already available for the PlayStation, (what are we up to now, five?) there will be very soon, as Psygnosis has their own offering, "Adidas Power Soccer", which is currently going through the final tweaking stages and should be available this June. As would be expected, the game was developed with a 3D polygonal engine and uses motion capture animation, to convey smooth and realistic movement. Some of the other features found in this title will be: an official Adidas endorsement, featuring top international soccer stars, domestic league and tournament competitions, adjustable camera perspectives, multiple commentators — including some goofy British women who are more interested in the player's bums than the game, and an optional arcade mode, featuring a variety of unique special skills and moves. Although it's too early to comment on the actual gameplay, knowing Psygnosis' track record for making quality software, it should be right-on. We should, hopefully, have a reviewable version in the next few issues of PS*Extreme*.



4 AMERICAN SOFTWORKS GAMES

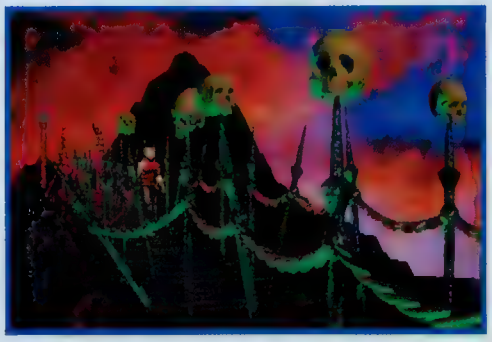
AMERICAN SOFTWORKS

American Softworks has been pretty quiet in the 32bit market but, behind the scenes, they have been planning an all-out assault for the fourth quarter, with a slew of releases planned. The first, "Dark Net", is a 3D isometric shooter where you play as one of four students who unexpectedly get sucked into cyberspace and must battle it out with bizarre Cyboid creatures. "Incredible Idiots in Space", is an SGI-rendered, comical action/adventure, filled with sight-gags, spoofs and an intuitive interface. "Surreal", plunges the player in immersive, real-time 3D worlds where it's up to you to figure out if you're going insane or if you are being subjected to some kind of mental trick. "Perfect Weapon", is a mix of exploration, adventure and fighting, where you must escape from the clutches of an evil alien race. Expect enormous 3D worlds and plenty of 3D one-on-one fighting. Lastly, there's "S.T.O.R.M.", a side-scrolling, underwater adventure/shooter that jettisons the player in a submersive craft, battling deadly undersea inhabitants, while attempting to uncover the secrets of the deep.

CHRONICLES OF THE SWORD

PSYGNOSIS

Chronicles of the Sword, developed by Psygnosis and originally scheduled for a first quarter release, is now going to be a Summer title. Set in the era of King Arthur and the Knights of the Round Table, the game casts you in the role of Gwain, one of King Arthur's foremost knights. It appears Morgana, Arthur's evil half sister, is out to undermine his aspirations for a politically stable United Kingdom. That's where you come in; it's up to you to interact with numerous characters, to defeat the evil within the court, in addition to engaging in a bit of hand-to-hand, swashbuckling combat. The graphics in Chronicles are beautifully rendered and the game is played out via point and click, taking you to over a hundred remarkably detailed locations. Chronicles of the Sword will also be the first title to implement QSound-enhanced audio.



FLOATING RUNNER

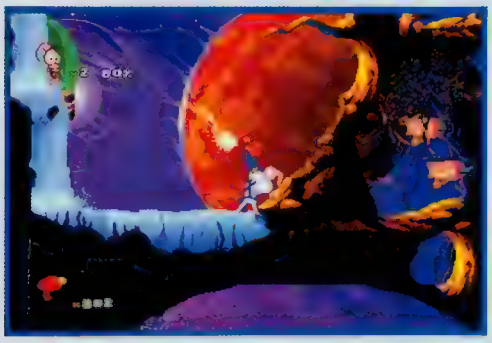
T*HQ

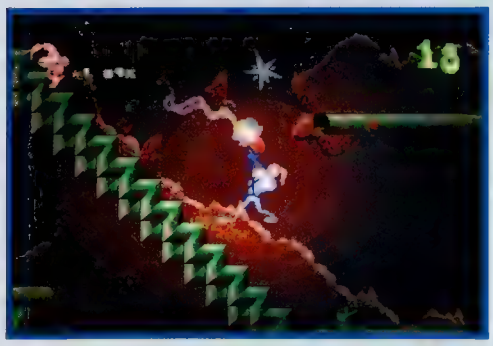
T*HQ has obtained the American distribution and publishing rights for Xing's "Floating Runner". As featured in the April edition of EX*Port*, Floating Runner is a polygon-based, real-time, 3D action game that features a very "Japanesey" (for our purposes, "Japanesey" being defined as a character with weird, spiky hair) lead character who uses his jumping and shooting skills to destroy the cutesy bad guys and restore happiness, peace and flowers to the world. (Well, that's only OUR interpretation of the story, but those of you that have played Jumping Flash, or any Treasure game, will get the basic drill.) The game is based around very colorful, mostly flat-shaded, polygons and there are some levels that are breathtaking. The game also makes use of two different camera angles that can be toggled between during gameplay. Look for a review of Floating Runner in our July issue and for the game to ship in late June.

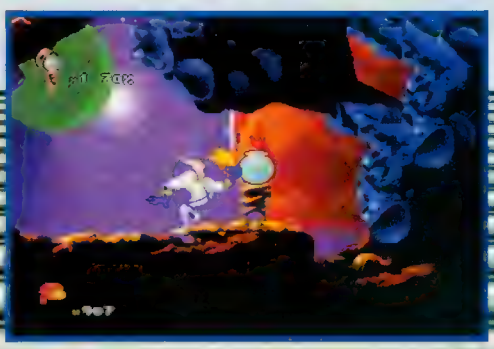
EARTHWORM JIM 2

PLAYMATES

Playmates is looking to replicate the international success of its critically acclaimed, 16-bit title, Earthworm Jim, in the 32-bit world. Earth Worm Jim 2 brings more color, more animation, more detail and more action to the PlayStation than was ever possible on the older machines. For the uninitiated, Earthworm Jim is the world's first super hero worm. He wears a cyber-suit, fires a plasma blaster, uses himself as a whip and generally runs and jumps around within one large collection of whacked-out worlds. One of the best features about the original was the number of unique moves and animations that characterized Jim. Shiny Entertainment developed this one (the team responsible for Aladdin on the Genesis) and they are known for their 2D, side-scroll, action/platform work. If this kind of action is up your alley, you can expect to see EWJ2 on retail shelves at the end of May. Look for a review of the game in our July issue.



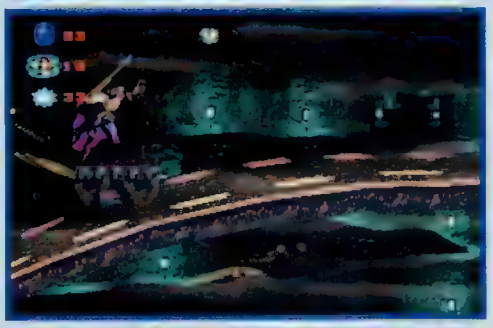


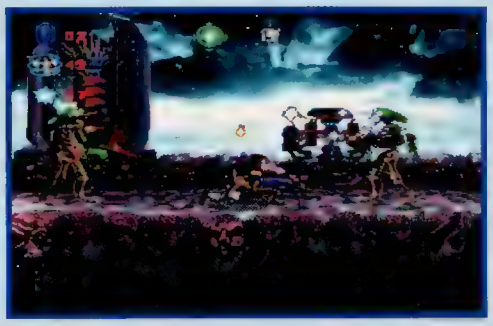


SKELETON WARRIORS

PLAYMATES

Playmates has a few eagerly awaited titles due out for the PlayStation this summer. The first, Skeleton Warriors, was spawned from a popular toy line. Initially released for the Saturn, Skeleton Warriors is a beautiful 3D side scroller. You, as the hero in the story, fight your way across a variety of different landscapes, killing everything in your path. Everything is key here, as you are not allowed to proceed beyond the edge of the screen until all of your opponents have been eliminated (a la Final Fight). Of course, you must also pass the obligatory end of level bosses. Although we've only seen a little bit of Skeleton Warriors, for the PlayStation, it has definitely impressed us so far. We eagerly await the chance to do a thorough review next month.





ALONE IN THE DARK

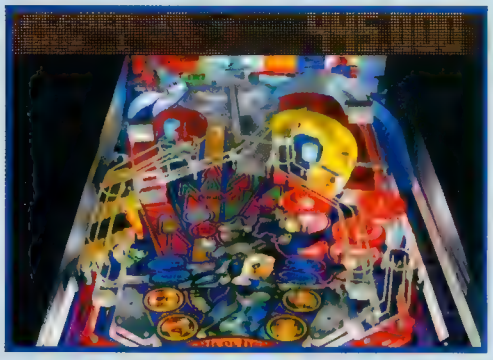
T*HQ

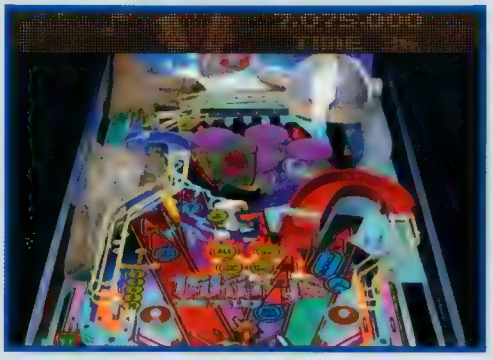
T*HQ has picked up the ever-popular PC title, Alone In The Dark: One Eyed Jack's Revenge, and has taken the task of upgrading and releasing it for the Sony PlayStation. Being that this was the first of the 3D Polygon Adventures, and that it has "inspired" many similar titles, it's only fitting that it should show up new and improved on this 32bit power-house. In the game, the player (that's you) becomes the elusive detective of the macabre, Edward Carnby, embarking on a quest to rescue a kidnapped girl from a motley crew of smugglers, gangsters and pirates. There are plenty of brain-busting puzzles and obstacles to overcome, as well as some pretty tricky shooting and combat to master, in a game that can take up to 50 hours to solve. What lofts this version over the original PC and 3DO versions, is all new texture-mapping and faster frame-rates. Expect to see this title shipping soon.

WORMS, CHEESY & TRUE PINBALL

OCEAN

Ocean has a few titles in the hopper awaiting final approval from Sony. These titles, in no particular order, are: True Pinball, Worms, and Cheesy. True Pinball is your standard top-down pinball title, with four separate tables. There are various selectable perspectives to play from, including a pseudo-3D high-resolution mode, as well as all sorts of Redbook audio. Worms, described by Ocean as "a little bit Lemmings and a lotta bit Terminator", is an addictive strategy/warfare game comprised of, well ... worms. As reported in April's issue of EX*News*, Worms was given a thumbs-down by Sony, but is currently going through the approval process a second time. Lastly, Cheesy is a 3D action/platform game where you control a funky little mouse. The gameplay, at this state, is sort-of reminiscent of Clockwork Knight and has you butt-bouncing on enemies. We will have more on these titles as information becomes available.

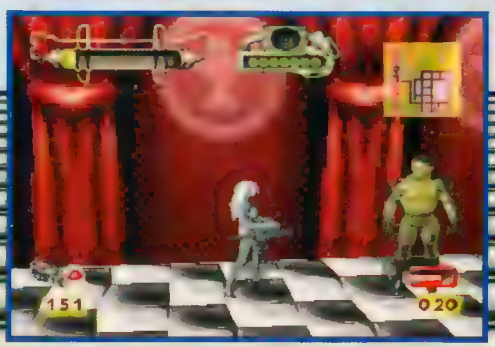




STEEL HARBINGER

MINDSCAPE

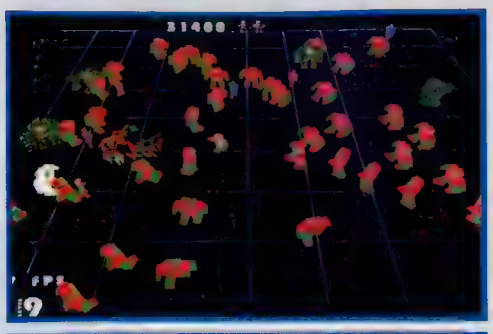
The Earth is under attack by a dominant alien force who are dropping strange pods from the sky. It seems these pods have the power to turn organic material into metal — including human beings. You are Steel Harbinger, a partially infected, half-metal, half-human babe who's having a bad hair day. Now, the fate of the planet lies in your hands. If we were to compare Steel Harbinger to any other game available for the PlayStation at this time, it's closest cousin would be Interplay's Loaded. The game takes place in a real-time, rendered on the fly, 3D world, where you are able to zoom in and out at will. Each level is mission based, and the main purpose is to stay alive to reach the next. Steel Harbinger will be available this Fall and we will have a more in-depth look in an upcoming issue.

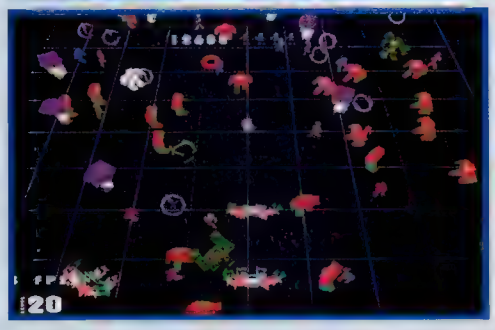


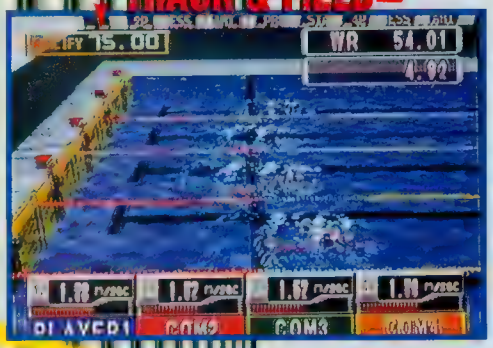
ROBOTRON X

WILLIAMS/PLAYER 1

With "Retro-Gaming" gaining widespread popularity, it comes as no surprise that intelligent companies like Williams are doing more than just releasing perfect translations of classic games for home consoles; they're making all new versions with the original playability intact. Feast your eyes on these brand new shots of Robotron X, the next step in Robotron. These are direct from the PlayStation version that will be displayed at the show. As you can see, much progress has been made since the version we featured in last month's issue. Many of the special effects are now in and the frame rate (especially in the texture-mapped mode) has been improved considerably. Still looking great for a Christmas release ... stay tuned!







TRACK & FIELD / GOLF

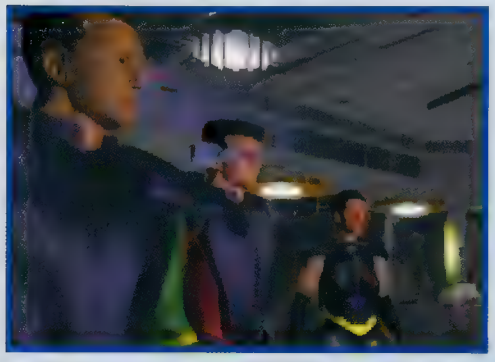
KONAMI

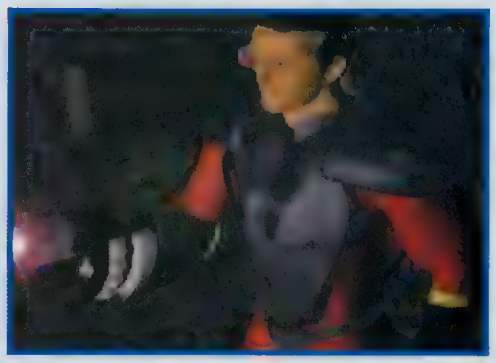
With the release of Bottom of the 9th, In the Zone and Goal Storm, Konami has established itself as a legitimate sports power on the PlayStation. Now they are setting their sights on the worlds of golf and track and field, with two new releases in the Konami XXL Sports Series. "International Track & Field" and "Golf" (we assume this to be a working title!) will both continue in the Konami tradition of using realistic polygon animation to depict player movement. Golf will feature a 360 degree polygon world with arcade-style play mechanics, six unique golfers from which to choose, multiple camera angles, motion-captured animation, color commentary, a practice mode and memory back-up. International Track & Field will also feature real-time polygonal graphics in a 3D world, 11 different events, including 110m Dash, Pole Vault, Shot Put, Hurdles, 100m Freestyle Swimming and more, 1-4 player simultaneous play and unique athletes for each country. Look for both of these titles to release during the 3rd quarter of this year.

ARMED

INTERPLAY

Armed will be Interplay's first side-scrolling action/platformer for the PlayStation and promises to bring along new depth and gameplay to this tried and true formula. The story of Armed is a familiar one. In the future, the Earth has been ravaged by global warfare. The few survivors left are constantly at war to gain control of what is left of the once bountiful planet. You are a lone cyber-agent, hired out by the governing body of your city-state to infiltrate the enemy's area and take out a rumored weapon of mass destruction. Armed will feature plenty of eye-popping graphics, such as: 3D rendered, texture-mapped backgrounds, more than seven minutes of rendered cinematic cut-scenes, over 4,000 frames of animation and each level will be comprised of thousands of tiles (compared to the usual hundreds that are found in cartridge games). Armed will be available this October.

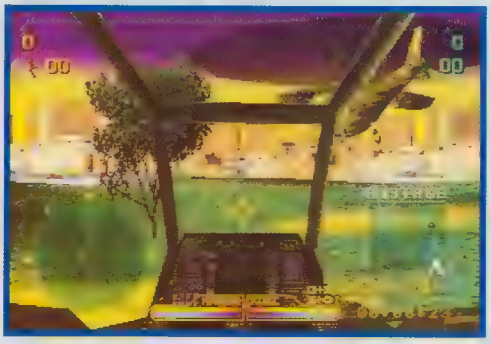




BLACK DAWN

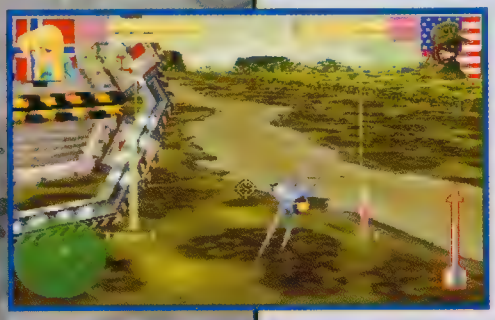
VIRGIN/BLACK-OPS

Virgin and Black Ops, the publisher/developer behind Agile Warrior F111-X, are back in the sky again with, "Black Dawn", their new helicopter combat game. Like its predecessor, Black Dawn is a real-time, polygon based shooter in a series of combat arenas. Black Dawn will offer two player simultaneous play, gaming action in the PlayStation's high-res mode, realistic flight physics and levels that include combat in New York City's Central Park and the concrete canyons of Manhattan. While the basic design is still going through many changes, the folks at Black Ops have told us that they intend to implement a number of features that will help distinguish Black Dawn from competing air combat games. Numbered among these is the ability to fight in hand-to-hand (or gun-to-gun) combat, after ejecting from your wounded bird, and the ability to set the 'copter down to pick-up hostages (all the while defending them by aiming your guns at the enemy making their way toward your beached craft). Look for Black Dawn toward the end of this year.



DEADLY SKIES

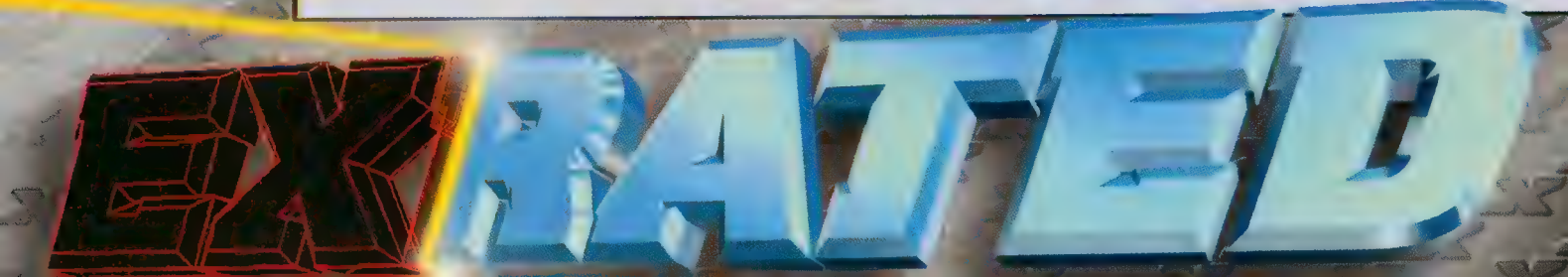
PUBLISHED BY JVC - DEVELOPED BY FUNCOM



Your mission, if you choose to accept it, is to strap yourself into JVC's new arcade style airborne shooter, Deadly Skies. As we previewed in our May issue, Deadly Skies is a first person, air combat shooter with a new twist. Deadly Skies pits you in deadly, one on one, aerial combat with your choice of one of eight of the world's finest jet fighters, as your weapon of choice. Each fighter comes equipped with a fully qualified pilot, hailing from a variety of different countries, depending on the plane with which you choose to fight. The "mission" is to win the best two out of three dog fights from your opponent, progressively working your way through increasingly more challenging matches, until you ultimately rule the "deadly skies".

Before we get started, however, lets get one thing straight: Deadly Skies is not to be confused with a flight sim; this game is pure arcade action and fun. When you start playing, you immediately sense a "Street Fighter in the sky" kind of feel. However, the quality of the flight engine can compete with just about any flight sim out there. There is no shortage of flight sensation anywhere in Deadly Skies. That being said, it's time to take to the skies and dispense some goodwill.

As I mentioned earlier, Deadly Skies allows you to perform your "deadly" talent in one of eight different fighters. After spending a considerable amount of time in each jet, I settled on the F-16, piloted by the very lovely Helena Hagen of Norway. The F-16 is perfectly suited for dog fighting, with a perfect balance of acceleration and maneuverability. Your first mission is in the desert sands of Egypt. In addition to battling your erstwhile opponent, you must also avoid certain ground obstacles, like pyramids, and fly through as many power ups as you can. The power ups can award you needed additional weaponry and crucial power, when your opponent is peppering your six with heat seeking missiles and 20mm canons. My personal favorite is the glide bomb; this lethal weapon can be directed toward your target after it is released and detonated at your



request. Sweeeeeet baby! Once you've dispensed of your nemesis (best 2 out of 3 remember), you move on to your subsequent matches that take you to some very interesting places. As in most shooters, the skill required to advance to the next level increases with each round; but in Deadly Skies, you also have to deal with increasingly more difficult terrain. Believe me, this is a problem. The scenery is so amazing, you often find yourself slowing down just to take a closer look. Of course, the problem with that, is that you'll get waxed in the process.

I must admit, it didn't take long to get hooked on Deadly Skies; the game is just plain fun! Sometimes the gaming press overlooks this critical aspect. The flight controls are an absolute joy; it will take no time to master the movements of your fighter. The graphics are, at times, stunning; the waterfalls, in the 5th level, will stop you dead in your tracks. The only negative thing I can say about the game, is that the sensation of speed is minimal and the long term playability is a little questionable. Those two minor complaints aside, if you enjoy a good aerial shooter, this is the one to buy.

Alex

THE BOTTOM LINE

86%

I must admit, it didn't take long to get hooked on Deadly Skies; the game is just plain fun! Sometimes the gaming press overlooks this critical aspect. The flight controls are an absolute joy; it will take no time to master the movements of your fighter. The graphics are, at times, stunning; the waterfalls, in the 5th level, will stop you dead in your tracks.

ROBO PIT

PUBLISHED BY T*HQ - DEVELOPED BY ALTRON

Back in the mid-1980s, when Ronnie Raygun was the leader of our nation and when my voice cracked more frequently than Peter Brady's, I was lucky enough to buy a rather spiffy computer game from Electronic Arts. "Mail Order Monsters" (whose programmers have since gone on to create Star Control II, The Horde, and other fine games) allowed you to construct your own creatures from scratch and sic them against each other on a variety of battlefields.

I evoke these fond memories of my puberty because Robo-Pit strikes me as an updated version of Mail Order Monsters-the 2-D graphics are now 3-D texture-mapped polygons, and the monsters are now unusually shaped robots; however, the "roll-your-own" gameplay is quite similar, and it's always more fun to control something you've created instead of a pre-generated character.

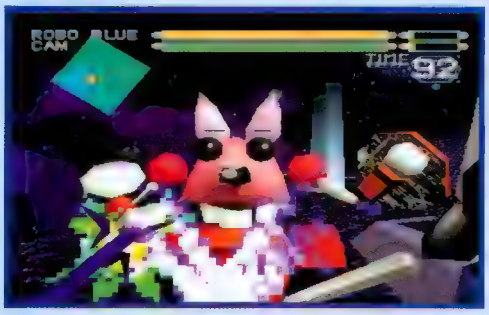
When you boot up Robo-Pit, you're slapped upside the head with a host of options. "Robot Making" is where you assemble your on-screen fighting machine, choosing from 16 different colors, 15 bodies, 8 faces, 12 "feet" (helicopter blades, springs, et cetera), and a very limited number of the game's 30 arms, a.k.a. weapons. "Robot List" is where you choose one machine from your roster of robots. "Information" is where you examine each robot's strengths, weaknesses and win-loss statistics. "Memory Card" and "Password" let you save your creations and their stats.

Yeah, yeah, what about the FIGHTING, you ask? No sweat! "Fight" is the one-player mode, allowing you to engage in combat with one of the 100 built-in opponents. You start at the not-very-impressive rank of 101 and have to work your way up to The Big Cheese. "VS" is the two-player mode, using a vertical split-screen to present the action (no Link Cable mode).

There are roughly half a dozen arenas in Robo-Pit and you're plunked randomly into one of them at the start of the fight. The default view of the action is behind and slightly above your robot, but you can switch to a higher view or a robot's-eye view by pressing SELECT. The action buttons let you activate your left and right arms, block an attack or jump into the air; the trigger buttons let you slide left and right and activate one of your two special attacks. (There's a "special" meter that charges up as you hit your opponent or are hit by him; when the meter is full, you can unleash your special attack.) You can win the fight by destroying your opponent, by knocking him off the edge of the arena or by having more energy if the timer expires.

When you win a fight, you "steal" one of your opponent's two arms and use it in future battles. Some arms are short-range weapons, others are missile weapons and still others are shields. (A few arms even

EX RATED



let you pick up pieces of the arena and toss them at your foe.) As you use an arm and gain experience points, it grows in strength and range. Most of the arms can be won from the regular robots, but a few extra powerful weapons have to be taken from stronger "boss" robots, and that's it ... no complex series of missions, no grandiose storyline, no multiple endings—just machines beating the hell out of each other.

Robo-Pit has only shrug-worthy graphics and sound, especially for a second-generation PlayStation game. (We ARE into the second generation now, ain't we?) The robots don't look particularly cool, the arenas are plain and the weapons and explosions aren't spectacular enough. There are also occasional graphic glitches, such as flashing texture maps (!) or viewpoints that don't show the robots (!!). The sparse music is also boring, but the sound effects are okay.

Robo-Pit doesn't look or sound impressive, but the gameplay has a strangely addictive quality (much like Frosted Blueberry Pop-Tarts) that had me putting off this review for hours, so I could play "just one more game." I wish there were MORE of everything—more (and larger) arenas, more robot types, and especially more weapons—but there's still enough variety to keep me happily playing for a long time.

Zach

THE BOTTOM LINE

81%

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WING COMMANDER III

PUBLISHED BY EA - DEVELOPED BY ORIGIN

More than two years after debuting on the PC CD-ROM, Origin's epic "interactive movie," Wing Commander III, has made its way to our beloved PlayStation (after a side trip to the 3DO). In case you're allergic to PCs and 3DOs and haven't seen it before, WC III is a first-person-view outer-space shooter (the "interactive") mixed with cinematic interludes (the "movie").

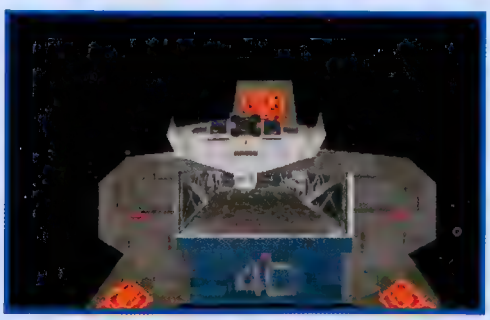
The first two games in the series used computer-rendered graphics, but Wing Commander III combines blue-screen video of flesh-and-blood actors with computer-generated "sets." Heading the cast are Mark Hamill ("Star Wars"), John Rhys-Davies ("Raiders of the Lost Ark"), Malcolm McDowell ("A Clockwork Orange"), and Ginger Lynn Allen (hundreds of X-rated movies—uh, or so I've been told.) Combine the hours of full-motion video with a whopping 50 missions and you have four CDs worth of happy fun, the "biggest" PlayStation game to date.

Oh, yeah, about the plot: it's a few hundred years in the future and the human race is at war with a society of cat-like creatures called the Kilrathi. We were winning the conflict for a while, but now the Kilrathi are kicking our human heinies. You play the part of Christopher Blair (Hamill), a veteran pilot reassigned to the TCS Victory, after your previous ship, the Concordia, is toasted by the kitties.

Before each mission, Blair wanders around the Victory and its three levels: the living area, the bridge, and the flight deck. At least one of the three levels usually has someone to chat with, which thickens the plot and which allows you to affect the morale of your conversation-mate, since you can be a complete dillweed or a nice guy. When you're ready to hit the final frontier, you enter the briefing area and get a rundown on the objectives of your mission.

The end of the briefing means the beginning of spaceflight, as you soar amongst the stars in one of five ships and battle untold numbers of Kilrathi. There aren't any spectacular weapons here; you have several types of lasers and missiles, along with missile decoys to fool the furballs. You can also communicate with your wingman and issue orders to him (or her) and you can taunt your Kilrathi foes to distract them from whatever they're shooting at. Have a successful mission and you proceed down WC3's winning path; fail and you start down one of several losing paths, which means you have to fly harder in the future to keep yourself (and all of humanity) alive.

EX RATED



And now for the 3DO/PlayStation comparison paragraph. The PlayStation version has at least a half-dozen gameplay features that were dropped from the 3DO version: humongous capital ships you can fly through, polygonal asteroid fields, rear-facing gun turrets and power distribution (you can send more juice to the lasers or shields—a simple feature that adds tons of strategy). The full-motion video on the 3DO version is cleaner and sharper—the PS video has the strange "shimmying" effect that showed up in some first-generation PS titles—and the 3DO also has a cockpit view not present on the PS. Another minor flaw is the very tacky "LOADING" box that pops up for several seconds whenever you move from one area of the Victory to another; the 3DO handled transitions much more smoothly.

Wing Commander III is an excellent port of the PC original; but, the game is two years old and counting and we all know that video games age in dog years. I'm (just barely) giving WC3 a Silver X because of the deep gameplay, but let's hope WC4 takes better advantage of the PlayStation.

Zach

THE BOTTOM LINE_

80%

Wing Commander III is an excellent port of the PC original; but, the game is two years old and counting and we all know that video games age in dog years. I'm (just barely) giving WC3 a Silver X because of the deep gameplay, but let's hope WC4 takes better advantage of the PlayStation.

SHELL SHOCK

PUBLISHED BY US GOLD - DEVELOPED BY CORE

Get ready, all of you shoot 'em up fans out there (and yes there are a bunch of you pesky suckers), U.S. Gold's Shellshock is about to launch an all out attack on your PlayStation. Developed by the same folks who brought you Thunderstrike 2, Shellshock looks to be the tank warfare equivalent, albeit with a 90's urban kind of twist.

Shellshock is a classic first person shooter, using an M-13 battle tank as the primary weapon of destruction. The storyline goes something like this: you are a rookie member of an urban tank force committed to combating terrorism, fighting oppression and exposing corruption, wherever it may exist. What makes the story a little different is the urban twist. The year is 1997 and a 5 man commando unit is operating out of a delapitated state correctional facility on Jackson Island, New York. This five man team calls themselves 'Da Wardenz' and everything about them is, how shall I say this, well, rather inner city-ish. Believe me, you'll just have to play to understand.

Your tour of duty starts out in a city-type environment (a la Virgin's Iron

Assault), where your goal is to destroy all of the opposing tanks and APVs. Along the way, you collect a number of power ups that will generate cash upon completing the mission. Once you've successfully completed the mission, you can purchase upgrades to your tank, such as: extra armor, SAMs, upgraded engines and tracks, etc., etc. From there you deploy to various jungles and other hot spots around the globe. Each level poses a new threat, requiring the use of your upgrades (assuming you've purchased the right ones) and becomes increasingly more challenging; unfortunately, however, not much different in content. If you're at all familiar with Thunderstrike 2, you will immediately notice the similarity. It's almost as if Shellshock is Thunderstrike 2 on wheels (not quite as good however). The running commentary that "helps" you along the way is very entertaining but, after a while, you'll start looking for a way to turn it off ("get outa da way Jack"). In addition, the low armor warning signal has Anacin written all over it.

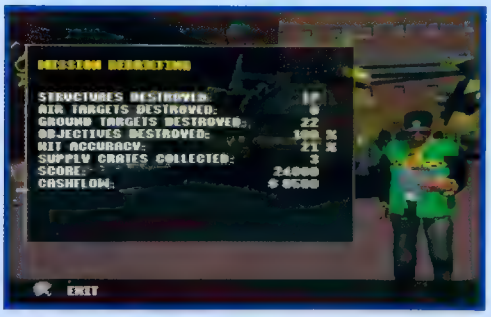
Shellshock's graphics won't make you stand up and dance, as gameplay is the main focus of the title and, in this arena, U.S. Gold does a decent job of delivering a

EXHALED

very playable title. Initially, Shellshock looks like every other shooter on the market; but, after a while, you start to develop an "I've gotta beat this level" attitude. The next thing you know, you've been playing the game for an hour.

There are a couple of areas, however, that keep Shellshock off the "gotta have" list. First off, the levels are very repetitive, both from a graphics and an objective stand point. If a casual observer were to walk by, he'd swear you were on the same level two hours ago. Additionally, the lack of multiple camera angles really wears on you, after a while. This is not to say that Shell Shock is without merit; it's just that the long term playability of the game is very limited. Do yourself a favor and rent it first. Who knows, Shellshock may be the game for you; but, at fifty skins a copy, you owe yourself a non-obligatory look first.

Alex



THE BOTTOM LINE

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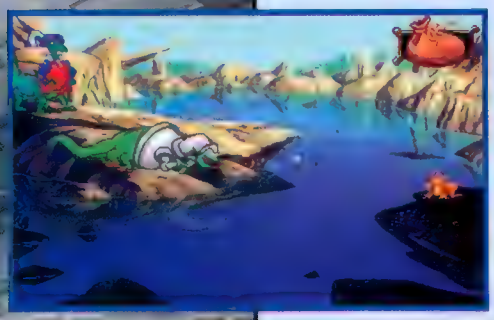
71%

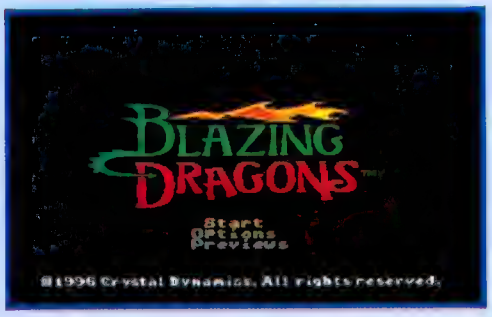
BLAZING DRAGONS

PUBLISHED BY CRYSTAL DYNAMICS - DEVELOPED BY ILLUSIONS



The time: Ye Olde Medieval Era. The place: the Kingdom of Camelhot (yes, "hot" as in Jennifer Aniston). The funky twist: the inhabitants of the Kingdom are dragons, not humans. The situation: a young dragon dude named Flicker wants to marry the lovely Princess Flame, but can't take her as his betrothed until he becomes a knight and fights for the right to see her buck nekkid. It probably won't shock ya to learn that becoming a knight is gonna take you the vast majority of the game to achieve, as you interact with wacky folks and encounter often-wacky obstacles.

In case you can't be troubled to gaze at the screen shots—c'mon, Greg and Tim slave for hours to snap those suckers—Blazing Dragons is a straightforward point-and-click adventure game. You have a simple interface with a few easy-to-use icons (walk, talk, examine, take, use) and an inventory with icons of the items you're holding. You explore a bunch of locations, pick up items and use them on other items to solve puzzles. You also get to play



an occasional "arcade" sequence that anyone who's been out of the womb for six or seven years will beat, on the first or second try. It's been seen and done 24,000 times before (give or take 300) on the PC, but it's a rare thing on a console like the PlayStation.

The strangest aspect of Blazing Dragons is that it has more than a few things in common with Psygnosis' 1995 adventure game, Discworld. Both games feature a former member of Monty Python (Eric Idle is the voice of the main character in Discworld; Terry Jones conceived the story of Blazing Dragons). Both games feature an abundance of British accents and a Sigmund Freud parody character. Both games start in a castle, and both castles have a library. Both games even have both a frog and sport a bag of prunes as items. Did the makers of Blazing Dragons "borrow" ideas from Discworld or are these similarities merely destined to be filed with the Department of Freaky Coincidences?

In the Department of Eye Candy, Blazing Dragons has lots of cartoony backgrounds, not much animation and

EX RATED

featured players Cheech "Where's Chong?" Marin and Jessica "I Boinked Jim Bakker" Hahn ironically turn in the weakest performances. The music is generic adventure stuff—you couldn't hear blander tunage unless you had a Muzak receiver surgically implanted into your eardrum. (In an age where folks intentionally pierce their nether regions, I wouldn't be surprised if someone's already done this.)

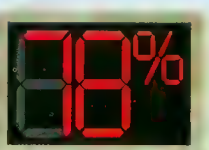
In the slightly bizarre battle for the best Monty Python-flavored point-and-click adventure game on the PlayStation, Sony's aging Discworld kills Blazing Dragons dead—it's slightly funnier (although neither game will induce more than a mild chuckle unless you're British, experiencing reefer madness, or both) and has at least twice as many puzzles. Blazing Dragons is a good rental, but too short and easy to consider buying, unless you're a newbie to the genre.

Zach

absolutely no effects that use the PlayStation's power—this game could (and probably will) easily be done on a standard 486 PC. The voice-overs are fine, with not a sucky one in the bunch, although

THE BOTTOM LINE_

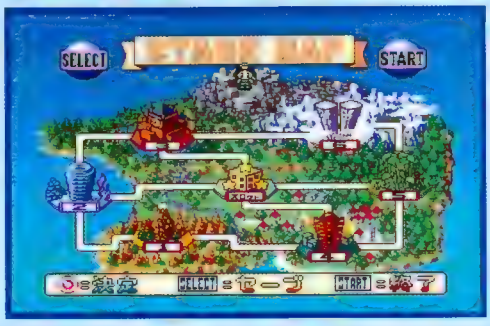
Sony's aging Discworld kills Blazing Dragons dead—it's slightly funnier (although neither game will induce more than a mild chuckle unless you're British, experiencing reefer madness, or both) and has at least twice as many puzzles. Blazing Dragons is a good rental, but too short and easy to consider buying, unless you're a newbie to the genre.

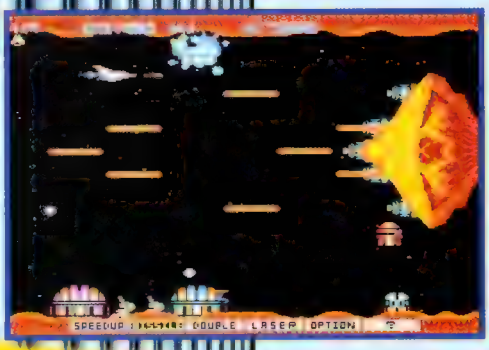


HYPER CRAZY CLIMBER

NICHIBUTSU • AVAILABLE NOW JAPAN

Retro gaming is here to stay, with more and more old-time game companies hopping on the bandwagon and releasing either reprogrammed conversions, emulated originals or entirely new versions of their classic arcade titles. Thusly, we have Nichibutsu's Hyper Crazy Climber — the original we all fondly remember here at the offices of Dimension Publishing. Who can forget the unique double joystick control where you had to have rhythm if you wanted to get anywhere and the only goal was to reach the top of the building you were climbing, in one piece? This would be somewhat easy if it weren't for all the pesky tenants tossing their assorted household items out the windows. This was the basics for Crazy Climber and Hyper Crazy Climber plays just about the same with the exception of three separate characters to choose from. Although the game offers no frills in terms of graphics (being strictly 2D) and is exceptionally hard, it's still extremely fun to play.

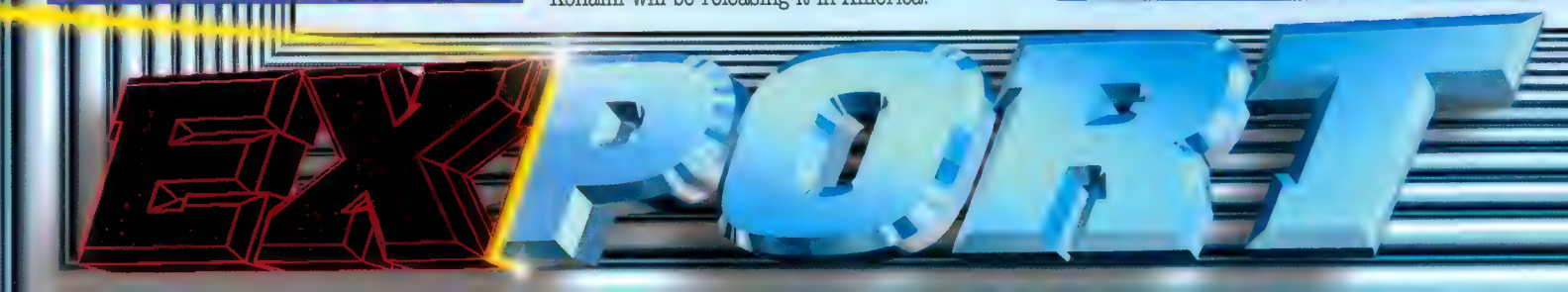




GRADIUS DELUXE PACK

KONAMI • AVAILABLE NOW JAPAN

Konami has also entered the business of porting over some of their most-popular, all-time classics to the PlayStation, with Gradius Deluxe Pack. Here we have both arcade conversions of Gradius and Gradius II. If you're not familiar with these titles, that's ok, as, although they were popular over here during the mid-to-late eighties, they have almost cult-like status in Japan. Yes, there have been numerous versions of these shooters from the Japanese-only computer, the MSX to the original NES, as well as the PC Engine and Super Nintendo. But, these are pixel-for-pixel versions. What made (and makes) Gradius so popular, is the varied levels, bizarre monsters (such as the ever-present Easter Island heads) and unique power-up and option system where you collect and store power-ups, then choose how you want to use them. Gradius Deluxe Pack is now officially available in Japan and, at this point in time, there is no official word as to whether Konami will be releasing it in America.



GANBARE GOEMON

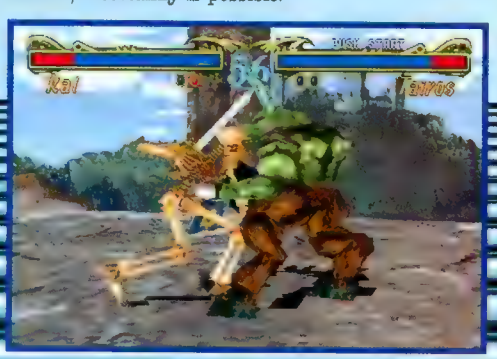
KONAMI • AVAILABLE NOW JAPAN

Featuring some of the wildest special effects seen on the Super Nintendo, Goemon (known in the U.S. as The Legend of Mystical Ninja) was considered by many as the definition of quality action/platform games. The Goemon storyline is loosely based on an ancient Japanese legend about a Ninja-thief and his cohorts. Goemon's gaming roots go back further than most gamers would expect, appearing on the never-released-in-the-states MSX computer in 1987. It was easily one of the best games available on that system as well, effortlessly outdoing anything seen on the MSX's American competetion, the Colecovision. Konami currently has no plans to release this game in the states, and the import version is almost totally devoid of any English text; so, most gamers won't be up to the challenge of playing this VERY Japanese game. However, if you're like some of us here and you absolutely loved the SNES version, you may want to give it a try.

KILLING ZONE

NAXAT SOFT • AVAILABLE NOW JAPAN

Killing Zone, by Naxat Soft, is your typical one-on-one polygonal, 3D fighter knock-off that is becoming more and more commonplace on the PlayStation. Looking suspiciously similar to Toshinden in its overall concept, Killing Zone dares to be different by using various nasty creatures from old B-horror movies. Let's see; there's Sherry the Dark Fairy, Gush the Werewolf, Batch the Minotaur, Drake who happens to be Frankenstein, Rem the Mummy, Rarner the Gorgon, and Kal the Skeleton ... spooky! Each character is adequately texture-mapped and has his or her own attributes, special moves and backgrounds — although the animation is horribly choppy. As far as in-depth fighters go, such as a Street Fighter Alpha or Tekken 2, don't expect even half as much, as Killing Zone is as basic as basic can be. Even the now-standard replay feature is kind of faulted, with horribly bad viewing angles that don't allow you to see both characters. Although we haven't heard of any stray companies picking up Killing Zone, for an American release, it certainly is possible.



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The PS*Extreme* Historical Ranking Chart

Excavate is the section where we dig up the last six months or so of our old ratings and present them on one easy-to-read page, along with a little explanation/breakdown of our rating system. Use this as your buying guide throughout the year and as a reference for those older games that you might have missed (or wish you had).

GOLD GAMES	ISSUE	RATING
NFL GameDay	December 1995	98%
Alien Trilogy	April 1996	97%
Resident Evil	April 1996	97%
Agile Warrior F111-X	November 1995	96%
Warhawk	December 1995	96%
NHL Faceoff	January 1996	96%
King's Field	Feb/March 1996	95%
Street Fighter Alpha	Feb/March 1996	95%
VR Golf	April 1996	95%
ESPN Extreme Games	November 1995	94%
PGA Tour '96	November 1995	94%
Jumping Flash	November 1995	94%
Assault Rigs	January 1996	94%
FIFA '96	January 1996	94%
The Need for Speed	April 1996	94%
Descent	Feb/March 1996	93.5%
Destruction Derby	November 1995	93%
Twisted Metal	December 1995	93%
Tekken	December 1995	93%
Doom	January 1996	93%
Thunderstrike 2	Feb/March 1996	93%
Road Rash	Feb/March 1996	93%
Ridge Racer	November 1995	92%
Return Fire	April 1996	92%
NBA Shootout	May 1996	92%
Defcon 5	January 1996	91%
Dark Stalkers	Feb/March 1996	91%
Slam 'N Jam '96	May 1996	91%
PO'ed	April 1996	90%
Magic Carpet	May 1996	90%
Gex	January 1996	90%

SILVER GAMES	ISSUE	RATING
Battle Arena Toshinden	November 1995	89%
Air Combat	November 1995	89%
Loaded	December 1995	89%
Zero Divide	Feb/March 1996	87%
Bottom of the 9th	May 1996	87%
Hardball 5	May 1996	87%
Wipeout	November 1995	86%
WWF Wrestlemania	December 1995	86%
Viewpoint	December 1995	85%
Primal Rage	Feb/March 1996	85%
Myst	April 1996	85%
NBA Jam: TE	December 1995	84%
NBA In The Zone	Feb/March 1996	84%
NBA Live 96	May 1996	84%
Off World Interceptor	December 1995	83%
Williams Arcade Classics	May 1996	83%
In the Hunt	April 1996	82%
VR Soccer	April 1996	82%
NFL Quarterback Club	April 1996	82%
Jupiter Strike	January 1996	82%
Buster Brothers Collection	May 1996	80%

BRONZE GAMES	ISSUE	RATING
Cyberspeed	January 1996	77%
Criticom	January 1996	77%
Total Eclipse Turbo	November 1995	76%
D	May 1996	75%
Mortal Kombat 3	November 1995	74%
Krazy Ivan	January 1996	74%
Striker 96	May 1996	74%
Theme Park	January 1996	73%
College Slam	May 1996	73%
The Hive	May 1996	73%
Philosoma	December 1995	72%
Zoop	January 1996	72%
Johnny Bazookatone	April 1996	72%
Cyberia	Feb/March 1996	72%

TIN GAMES	ISSUE	RATING
Space Griffon VF-9	December 1995	68%
Power Serve Tennis	November 1995	62%
Cybersled	December 1995	55%
Alien Virus	April 1996	52%
Revolution X	April 1996	33%
Novastorm	November 1995	33%

WHAT DO ALL THOSE NUMBERS MEAN?

90-99%

"Must buy" games; only the best of the best get Gold. We stand behind these games.

80-89%

Great games, but lacking in some area; usually, for fans of that style of game.

70-79%

Mediocre titles that suffer from some serious flaws. Rent them before considering a purchase.

0-69%

Tin games are to be avoided at all costs. Only die-hard gamers would buy these.

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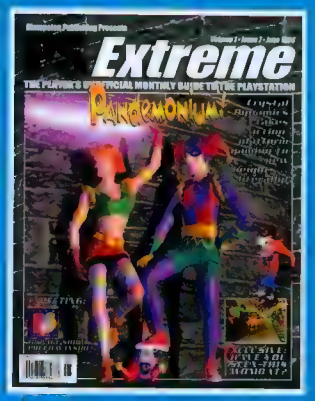

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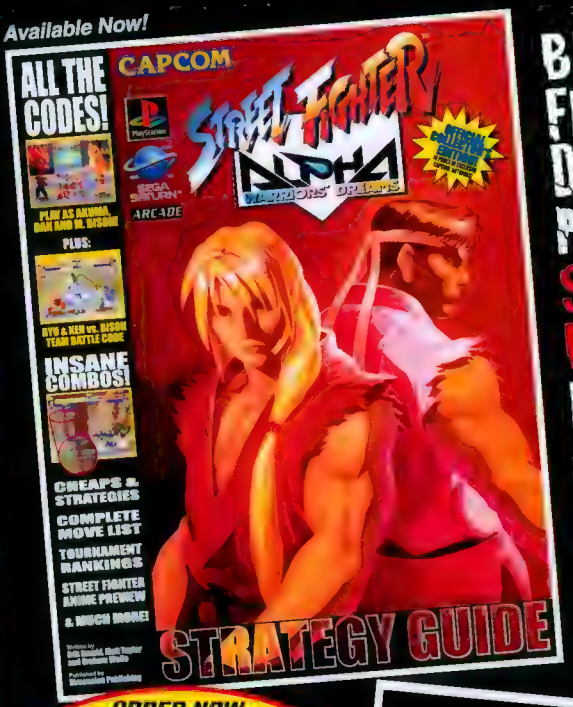

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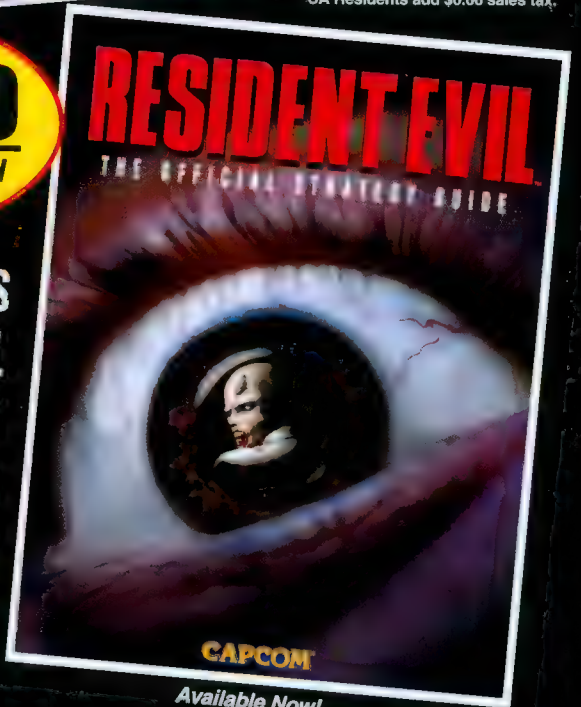

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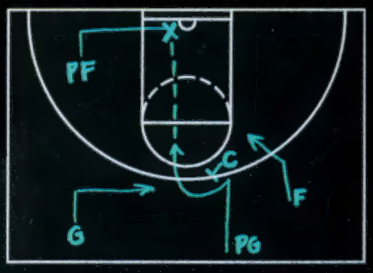

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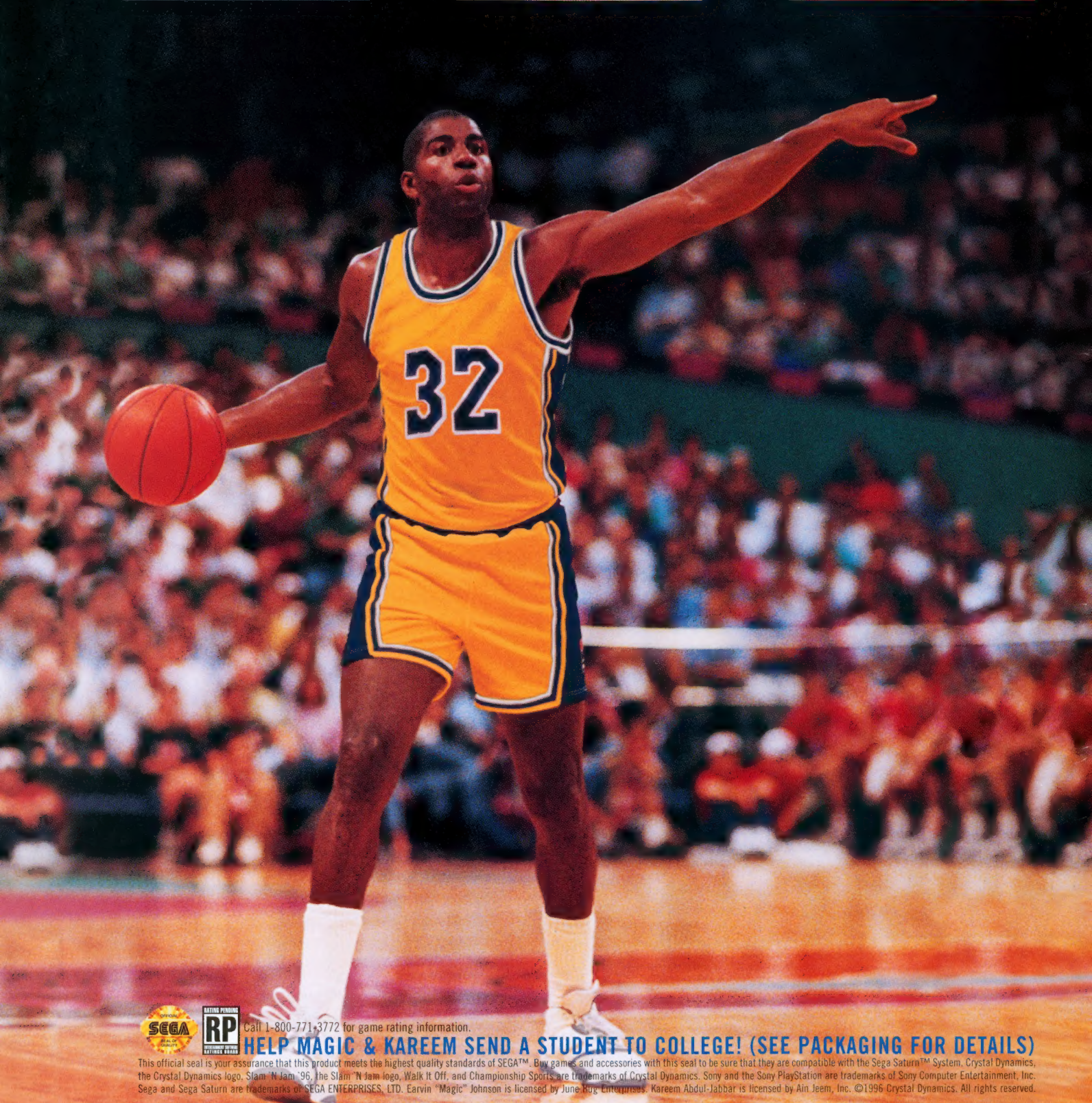

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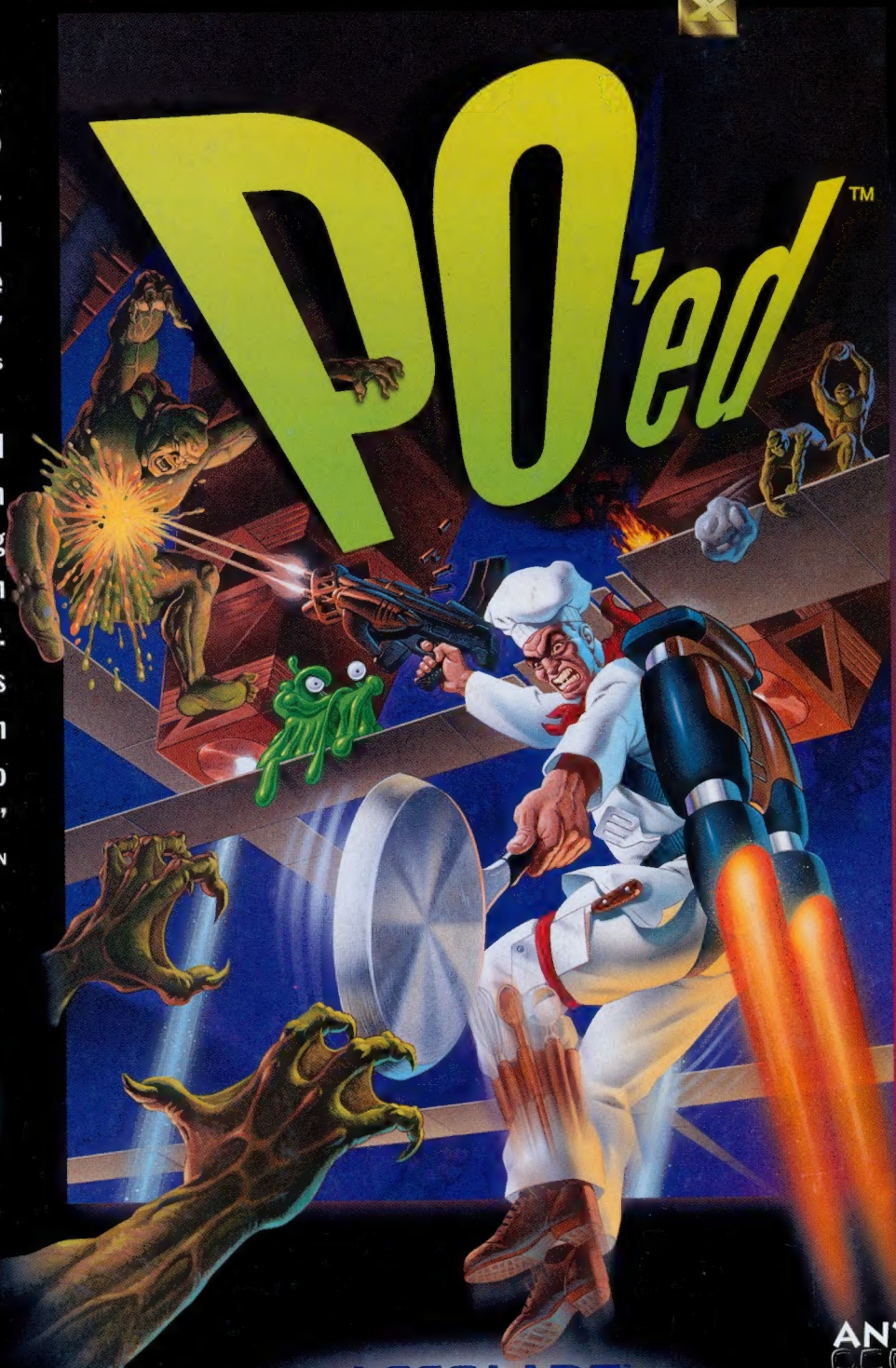

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